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GO WORLD

Autumn 1998 NO. 83



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In this issue

- **The Opening.** Michael Redmond continues his series on the opening. Mid-kyu players should find this series especially instructive because it gives practical illustrations of attacking and invading techniques that can be used in the patterns that arise from the particular opening being analyzed. This issue's installment analyzes the classical line of low Chinese opening. See page 37.
- **Tesuji.** This issue's tesuji series covers sacrifice and squeeze tactics. Eleven problems are presented on page 47, followed by an article on 'making sabaki' on page 55. There, the reader will learn how to apply these tactics to the important technique of sabaki.
- **Endgame.** A second set of twelve endgame problems on 5x5 boards to help the kyu-player improve his endgame strength. See page 43.
- **Joseki.** The 5-4 point (*takamoku*) as a first move in the corner is useful when you want to play for central influence. One joseki starting from this move is analyzed and an example is given from a recent title-match game in which it was used to successfully build a large scale framework of territory. See page 60.
- **Professional games.** Games from three international tournaments (LG, Tong Yang, and Fujitsu cups) as well as the six games from the Kisei title match in which Cho Chikun defeats Yoda to continue his dominance of the Japanese go world.

The Cover: General Kuan Yu

by William Pinckard

The work known in English as *The Romance of Three Kingdoms* is a 14th century Chinese novel based on historical events and personages of the 2nd and 3rd centuries A.D. Its hero is the famous general Kuan Yu who was canonized as an Immortal in 1128 and was deified as the Chinese God of War in 1594.

The novel was translated into Japanese by the writer Ikeda Toritei under the title *Illustrated Popular History of the Three Kingdoms*, and was published in 74 installments, the last of which came out in 1836. The illustrations were by one of Hokusai's best pupils, Taito II. This translation was an immediate best-seller, and it inspired the artist Kuniyoshi to issue what would prove to be the first of many sets of woodblock prints depicting various scenes and characters of the novel. These prints in turn were also very successful and helped to establish Kuniyoshi's reputation as the premier designer of heroic subjects through the last decades of the Edo period.

Our cover shows two panels of an impressive triptych by Kuniyoshi which he published in 1853-54. It depicts a striking and

memorable passage in Chapter 75 of Book XII of the Chinese novel. Kuan Yu's arm has been injured in battle, and he insists on having it attended to without a fuss:

The surgeon, accordingly, pressed down with his knife and made an incision in the flesh as far as the bone, exposing the infected part. With his knife he scraped away at the bone, making a grating noise as he did so. Everyone who was watching, soldiers as well as civilians, averted their faces and turned pale. Kuan Yu drank wine, ate some meat, cracked jokes, and played go, showing not the slightest sign of pain as the basin filled with blood. The surgeon scraped away the last of the infection, then applied medicine and bound up the wound with a silken cord.

Kuan Yu gave a hearty laugh and got to his feet. He turned to his lieutenants and said, 'Now I can stretch my arm as before, without trouble. Truly, this is an eminent doctor!'

[This print appeared on the cover of *Go World* #7, but the reproduction here is larger and the colors more vivid, truer to the original print.]

CONTENTS

Go World News	3
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International Tournaments

The 2nd LG Cup: O Rissei vs. Yoo Chang-hyuk	5
Game Five	5
Game One	8
Game Two	9
Game Three	11
Game Four	11

The 9th Tong Yang Securities Cup: Lee Chang-ho vs. Yoo Chang-hyuk	12
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The 11th Fujitsu Cup Final: Lee Chang-ho vs. Chang Hao	16
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Japanese Title Matches

22nd Kisei Title Match: Cho Chikun vs. Yoda Norimoto	19
Game One	19
Game Two	21
Game Three	23
Game Four	24
Game Five	26
Game Six	28

From 20-kyu to Shodan: Basic Knowledge for Becoming a Dan-Level Player

The Low Chinese Opening	37
Endgame Problems on 5x5 Boards	43
Sacrifice and Squeeze Tactics	47
Making Sabaki	55
An Introduction to Basic Josekis (2)	60

The 23rd Gosei Title Match: Game Three	63
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Note: Japanese, Chinese, and Korean names are given with the family name first. The Pinyin romanization system is used for mainland Chinese names.

Go World News

International News

The 9th Tong Yang Securities Cup

In the best-of-five match for the Tong Yang Securities Cup, Lee Chang-ho defeated Yoo Chang-hyuk 3-1. This is the fourth time that Lee has won this cup. For Yoo, it was his second loss this year in an international title match. In March, he lost to O Rissei 3-2 in the 2nd LG Cup. A commentary on the fourth game will be found on page 12.

The results of the match:

Game One. April 20, 1998. Lee by resignation

Game Two. April 22. Yoo by 1/2 point

Game Three. May 11. Lee by resignation.

Game Four. May 13. Lee by 1/2 point

The 11th Fujitsu Cup

In the final round of the 1998 Fujitsu Cup, played on August 1, 1998, Lee Chang-ho defeated Chang Hao by 1 1/2 points. For his victory Lee received ¥20,000,000, while Chang got the ¥7,000,000 runner-up prize. A commentary on their game starts on page 16.

The 3rd LG Cup: Best Eight Decided

The first and second rounds of the 3rd LG Cup were played in Seoul on June 15 and 17, 1998. The big upset in the second round was the defeat of the winner of last year's cup, O Rissei, by a Taiwanese player Chou Chun-hsun 7-dan. In spite of this setback, the Japanese side is doing very well, with three of their players, Cho Chikun, Kudo Norio, and Yamada Kimio, making it into the quarterfinals.

The results of the second round:

Chou Chun-hsun 7-dan (Taiwan) beat O Rissei (Japan)

Shao Weigang 8-dan (China) beat Yoo Chang-hyuk (Korea)

Lee Chang-ho (Korea) beat Chang Hao 8-dan (China)

Kudo Norio (Japan) beat Choi Myung-hoon 5-dan (Korea)

Yu Bin (China) beat Cho Hoon-hyun (Korea)

Cho Chikun (Japan) beat Rui Naiwei (USA)

Yamada Kimio 7-dan (Japan) beat Yang Jae-ho (Korea)

Ma Xiaochun (China) beat Paek Dae-hoon 3-dan (Korea)

Quarterfinals will be held on October 26, 1998 in Seoul. The pairings for that round:

Kudo Norio vs. Yu Bin

Yamada Kimio vs. Shao Weigang

Cho Chikun vs. Ma Xiaochun

Lee Chang-ho vs. Chou Chun-hsun

20th World Amateur Go Championship

On June 5, 1998, Kim Chan-woo of South Korea defeated Zhao Wendong of China to become the 20th World Amateur Go Champion. This is the first time a Korean has won this tournament, which has traditionally been dominated by Chinese and Japanese. Kim defeated every one of his opponents, so there was no need for any complicated tie-breaking computations. Japan's Hiraoka Satoshi took second place. His only defeat came at the hands of Kim.

In third place was Zhao Wendong. After his upset loss to Thomas Hsiang of the United States in the fourth round, he was pretty much out of the running for the championship and ended the tournament with a score of 6-2. He suffered his other loss against the winner Kim Chan-woo.

Four other players also ended the tournament with scores of 6-2, but, because of the SOS tie-breaking system, were relegated from fourth to seventh places. The final standings were:

4th Place: Chou Ping Chiang (Taiwan)

5th: Mun Yong-sam (North Korea)

6th: Wang Yee-hsun (Hong Kong)

7th: Frank Janssen (Holland)

8th: Thomas Hsiang (USA)

In the final round, Frank Janssen faced Hsiang of the United States. This was a crucial game for Hsiang. Had he won it, he would have most likely taken third place due to his win over the Chinese representative. But it was not to be. Frank Janssen, who is a strong Dutch 6-dan and manages the European Go Center, proved to be too much of a match for Hsiang, whose only other losses came at the hands of the top finishers, Kim and Hiraoka. To the disappointment of his American fans,

who had such high hopes for him after his remarkable win against Zhao in the fourth round, Hsiang had to settle for 8th place.

News from Japan

The 53rd Honinbo Title Match

Cho breaks Takagawa's record.

Cho Chikun has done what everyone had long ago predicted was impossible: breaking Takagawa Shukaku's record of nine straight Honinbo title victories. Of course, Cho has been creeping up on this record for some time now. Three years ago he surpassed Sakata's record of seven straight victories and, instead of 'impossible', everyone started asking 'Can Cho do it?' Last year, he finally tied Takagawa's unbroken string of victories and this year the question became 'Is O Rissei strong enough to stop him?'

O has a lot of respect among professionals. Many feel that he is stronger than Cho and that, if anyone can dislodge him from his hegemony of the three top titles, he is the player to do it. What probably gave fans of O confidence was that three years ago he defeated Cho 3-0 in the Oza title match.

However, O got off to a bad start, losing the first two games. Against a player of Cho's caliber, this was probably too big a handicap for him to overcome. O did win the third game, but Cho won the fourth game to put O at *kadoban*. This meant that O would have to

win three straight games to take the title. All bets were now on Cho. O won the fifth game, but in the sixth game the inevitable happened when O resigned after 154 moves.

The sixth and final game of this match was rather unusual. Cho, playing White, imitated O's moves up to White 18, but, after O started to enclose a large-scale moyo with 19, Cho broke the symmetry with a deep invasion. By move 154, Cho had a huge lead in territory and O resigned.

The results of the match:

Game One: May 21 & 22, 1998. Cho by resignation.

Game Two: June 1 & 2. Cho by resignation.

Game Three: June 11 & 12. O by resignation.

Game Four: June 22 & 23. Cho by resignation.

Game Five: June 29 & 30. O by resignation.

Game Six: July 13 & 14. Cho by resignation.

The 23rd Meijin League

O Rissei becomes the challenger.

Although O Rissei failed in his challenge to Cho in the Honinbo title match, he will get another chance to challenge Cho for the Meijin title this fall.

Many of O's fans attributed his failure to lack of experience in best-of-seven matches, where the games are played over two days. In this respect, he was far outmatched by Cho who had 29 best-of-seven encounters. There is

Continued on page 36.



Cho Chikun seems to be explaining the finer points of go to O Rissei in the second game of the Honinbo title match.

The 2nd LG Cup

O Rissei vs. Yoo Chang-hyuk

It has been a good year for O Rissei. His biggest achievement was winning his first international title, the 2nd LG Cup, by defeating Yoo Chang-hyuk in March. Then, in April, he defeated O Meien in the Honinbo league play-off to win the right to challenge Cho Chikun for that title. Although he lost to Cho in the title match, he won the Meijin league with a perfect 8-0 record to earn a return match with Cho for the Meijin title, which starts September 9.

Before this match, O and Yoo had only three encounters. Yoo won two of them and O one. Counting the games in this match, they now have four wins apiece. All that can be said is that they are pretty evenly matched.

Yoo won the first and third games, so O was one game away from losing the match. He had to win two games in a row to capture the cup. In the fourth game it was his turn to play with Black, then he won the *nigiri* to get Black in the fifth game. This may not have given him any advantage because O tends to play overly tight with Black, whereas his games with White are usually very good.

Game Five

White: Yoo Chang-hyuk 9-dan

Black: O Rissei 9-dan

Time: 3 hours each: komi: 5 1/2 points.

Played on March 23, 1998 in Seoul.

Figure 1 (1-31). Power versus power

The opening up to Black 7 was the same as in games two and four, but with 8 Yoo played a different joseki each time. In this game, he played a one-space pincer. O invaded the corner with 9 and the joseki to 17 followed.

All the games in this match followed the same pattern: Yoo built huge moyos, then O invaded. Yoo attacked the invading stones while O made life for his group under siege.

White 28 was a big move. Black answered with 29 because he wanted to take sente. He could have also pincer, but then he would not have been sure of getting sente. Black 29 definitely gave him sente.

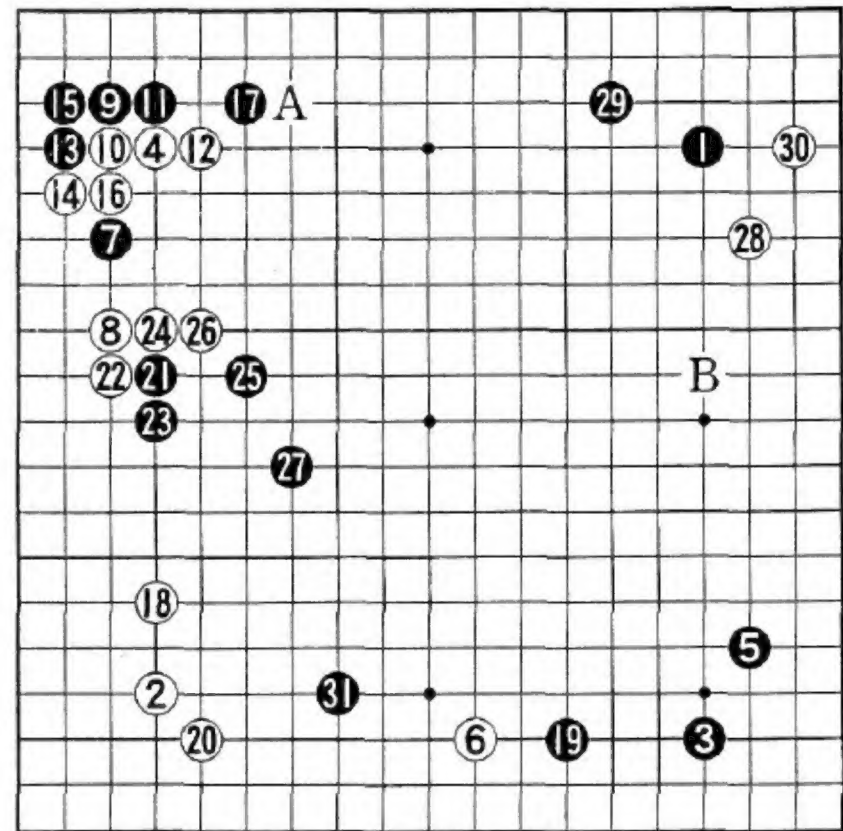


Figure 1 (1-31)

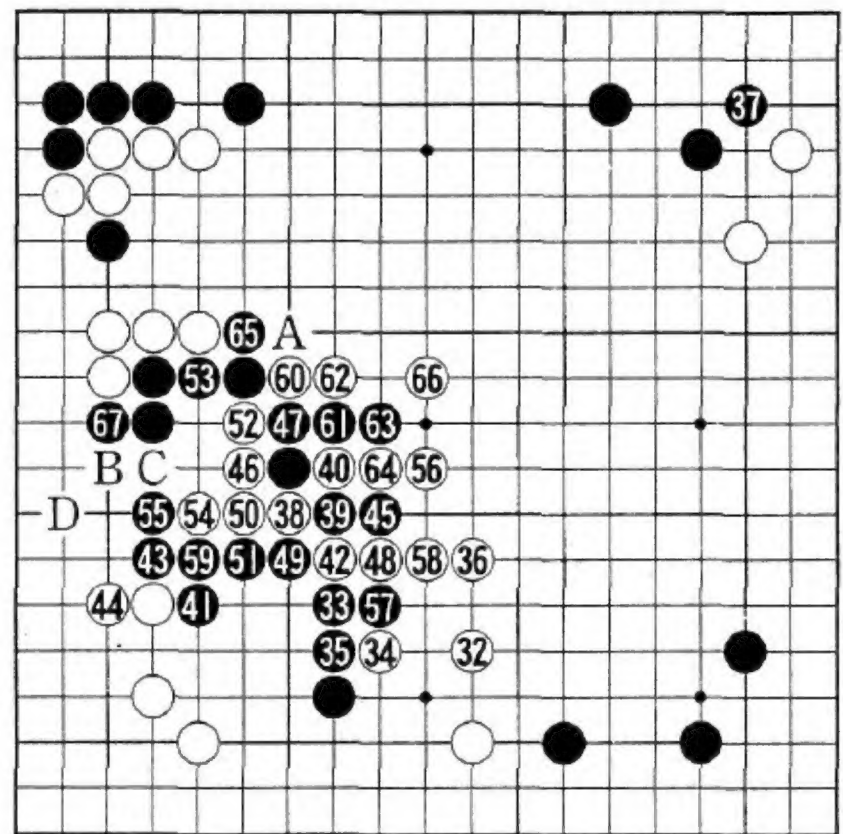


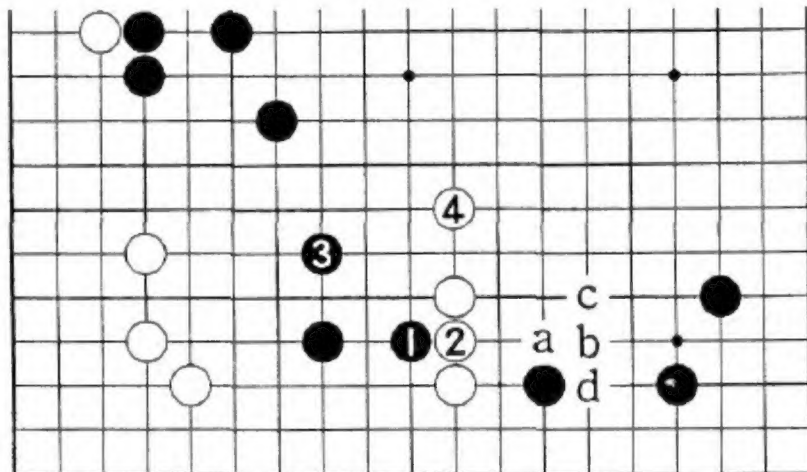
Figure 2 (32-67)

Figure 2 (32-67). Yoo's powerful blow

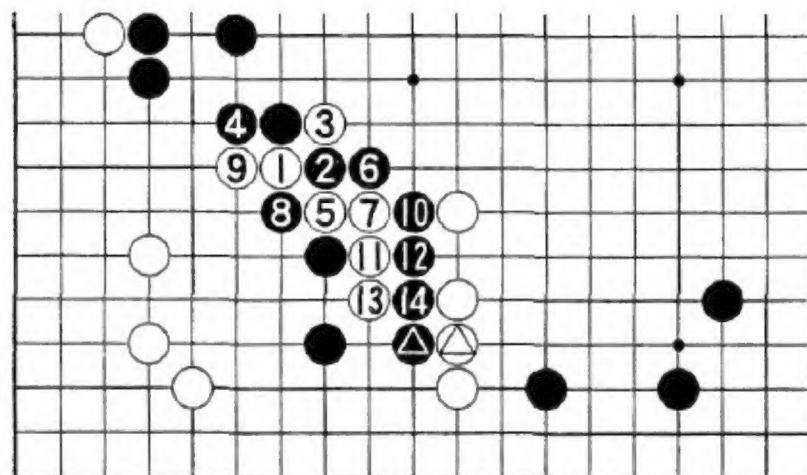
Because of Black 37, O got a bad opening. He expected White to respond by making a two-space extension down the side, but instead, Yoo crosscut with 38 and 40. Black 37 should have been played at 64. As a result of White 38 and 40, six black stones in the center were captured.

If Black wanted to play 37, he should have first peeped at 1 as in *Dia. 1*, then jumped to 3. After that, he could still defend the corner with 37. This would have eliminated Yoo's crosscut tesuji. To understand this, look at *Dia. 2*. Because of the exchange of the marked

stones, Black has the sequence to 14 and Black can capture the white stones. Therefore, the crosscut of 1 and 3 does not work. What O was afraid of was the sequence White 'a'–Black 'b'–White 'c' in *Dia. 1*, but if he next connects at Black 'd', he has nothing to worry about.



Dia. 1



Dia. 2

There were suggestions in the pressroom that 59 should have been played at 62, but this was wrong because of the sequence White 64–Black 59–White A–Black 60–White B–Black C–White D. Black 59 allowed the cut of 60, but his two stones at 65 and 67 will help him later.

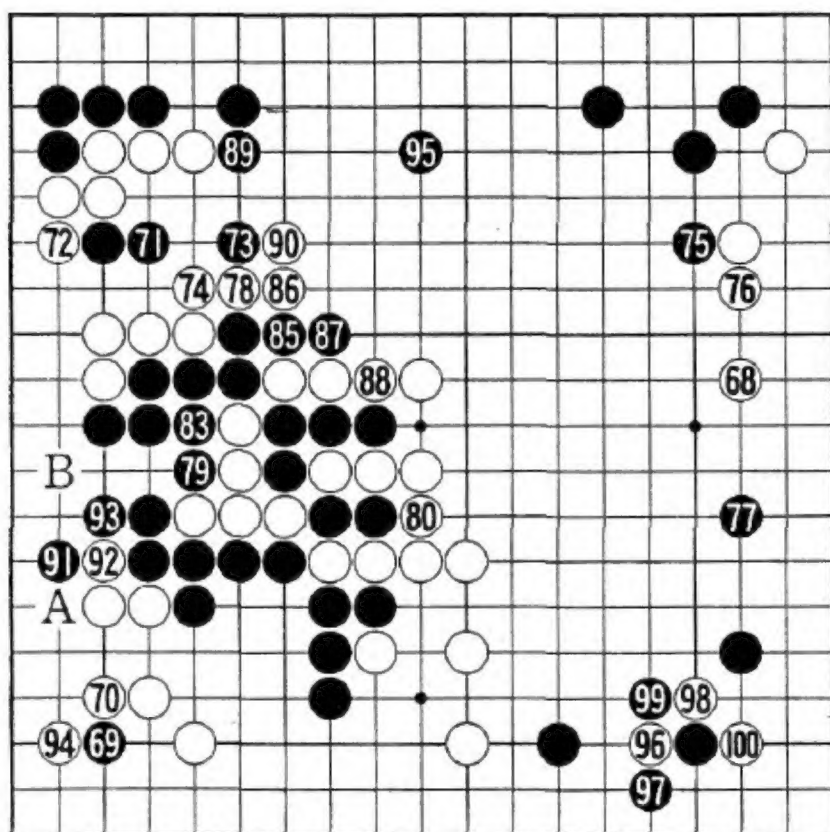
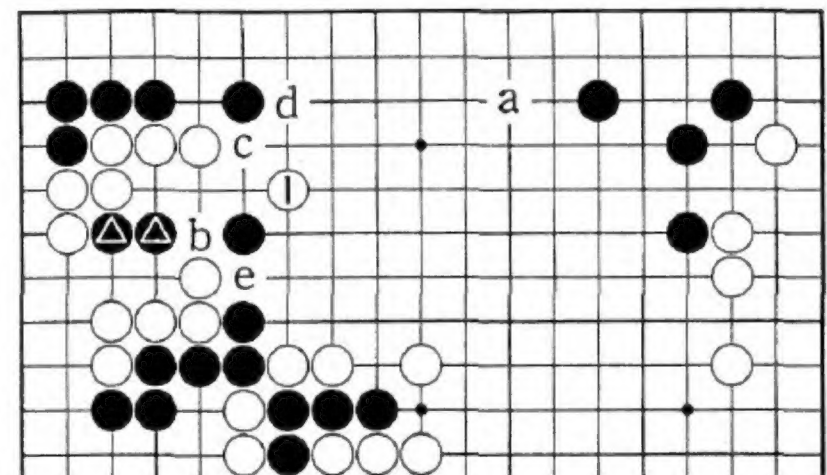


Figure 3 (68–100)

81: two lines left of 80; 82: takes; 84 connects

Figure 3 (68–100). An expected bonus for Black

When Black played 95, his loss in the center was redeemed. Now the game was up for grabs, but White was still a little bit better. Why did White suddenly lose his advantage. He made many slow moves in the sequence following 78. With 90, White was only able to stick his head out into the center. White 78 should have been at 1 in *Dia. 3*. This is the move O expected. Instead of 1, he could have also attacked at 'a'; this was strongest. In any case, White 1 seals the fate of the two marked stones. For example, if Black 'b', the sequence White 'c'–Black 'd'–White 'e' is severe on Black.



Dia. 3

White 94 was also questionable. It should have been played at A because that leaves the placement of B. Black must now worry about the eye shape of this group.

White is thick, but he doesn't have much territory, whereas Black takes a territorial lead when he plays 95.

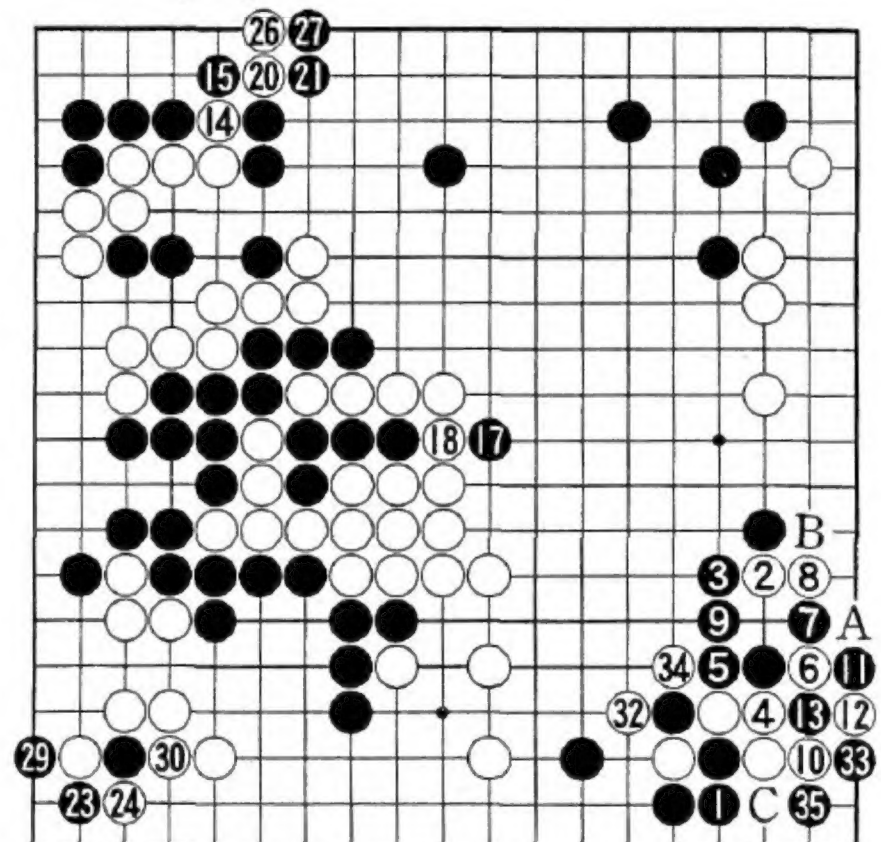


Figure 4 (101–135)

16, 22, 28: takes ko at 6; 19, 25, 31: takes ko at 13

Yoo attacked the lower right corner with the attachment of 96 because he realized that the game had become unfavorable for him.

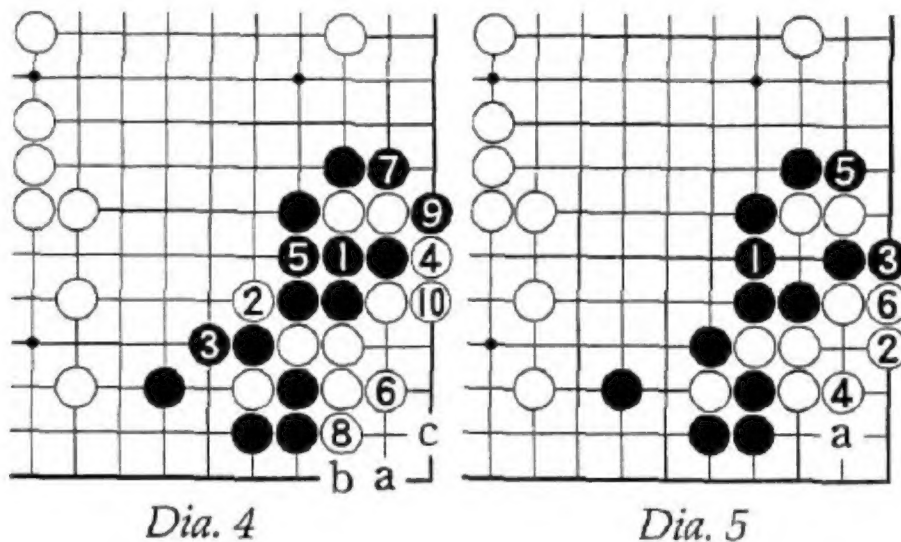


Figure 4 (101-135). Suffering the least damage from the ko

Black 9 should have been played at 1 in Dia. 4. After White 10, Black can create a seki in the corner by playing the sequence Black 'a'–White 'b'–Black 'c'. When he played 9, he expected the sequence to White 6 in Dia. 5, but he overlooked White 10 in the figure. If Black 11 at A, White lives with the sequence White 11–Black B–White C. The big difference between Dia. 4 and the figure is that the exchange of White 2 for Black 3 in Dia. 4 is good for Black. In the figure, Black has to fight the ko. When White plays 33, Black has no more ko threats, so he takes the ko. Because of Yoo's ko threats at 14, 20, and 26, Black became thick at the top, so the damage he suffered from the ko fight was not that great.

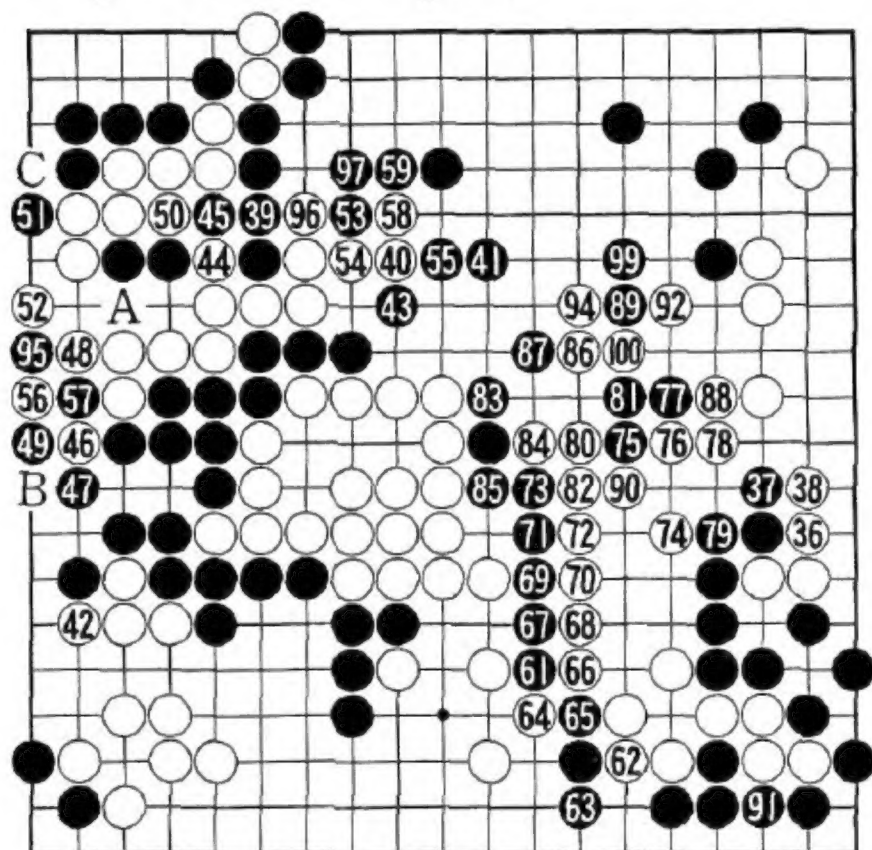
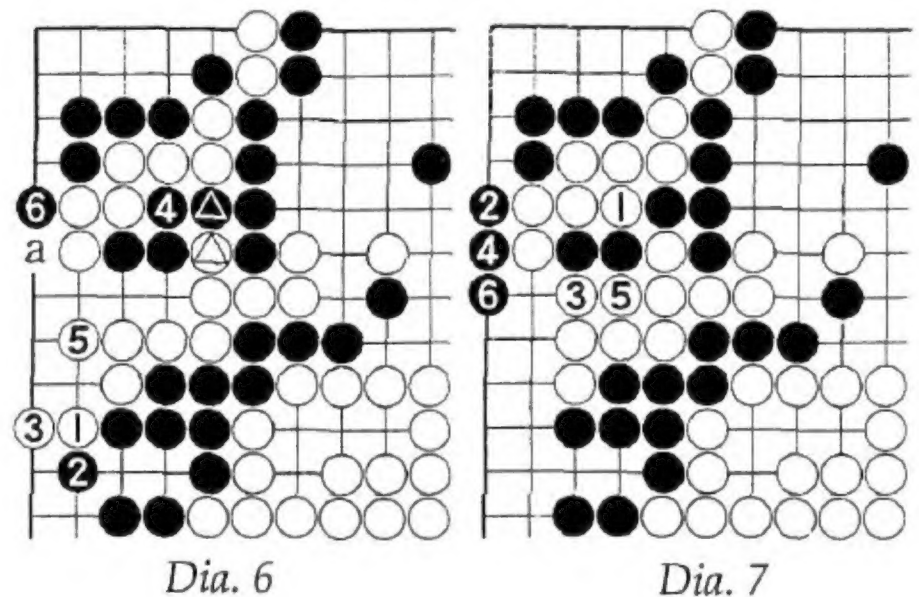


Figure 5 (136-200)

60: takes ko at 46; 93: takes at 57; 98: takes at 56

Figure 5 (136-200). A world championship title in sight

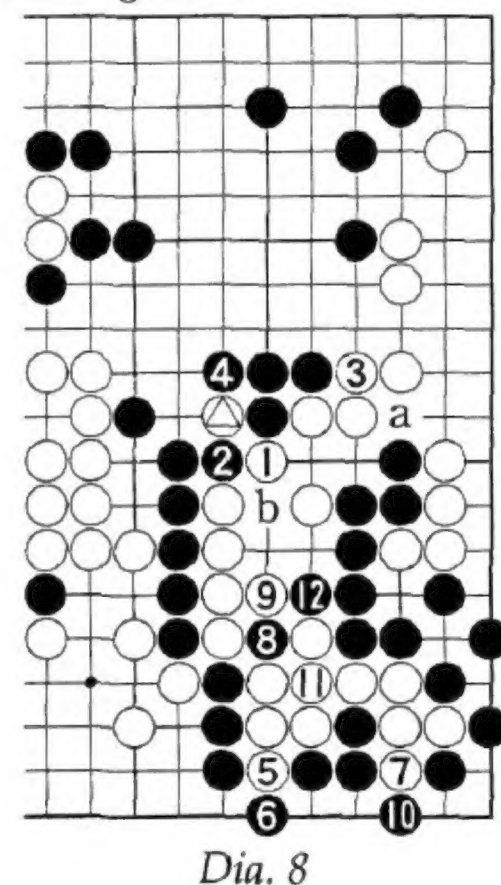
White 36 and 38 were the losing moves. When Black connected at 39, he became thick. White should have played 38 at 39 himself.



The exchange of White 44 for Black 45 was questionable. Now he can't play the sequence in Dia. 6. When Black connects at 4 and White makes eye shape with 5, White can't answer 6 at 'a' because he is short of liberties and his seven stones will be captured. Therefore, he can't make two eyes. If he cuts with 1 in Dia. 7 instead, his stones die with the sequence to Black 6.

White could play 56 at A and live, but Yoo found this unacceptable, so he fought the ko.

White started the ko with 60, but Black 61 was the winning move.



Black was afraid of White 82 at 1 in Dia. 8, but there was nothing to fear. It seems that after White 3, Black can't play at 4 because he lacks eyes after the sequence to 7, but White is short of liberties and Black squeezes him with

10 and 12. He can then throw in at 'b' and capture the white stones. White 3 was a good move because it defends against Black 'a'. White must take with 4 and can't defend against 5 or else he loses his three stones in the center. Unfortunately, Black has the throw-in at 8, so all the White stones would die.

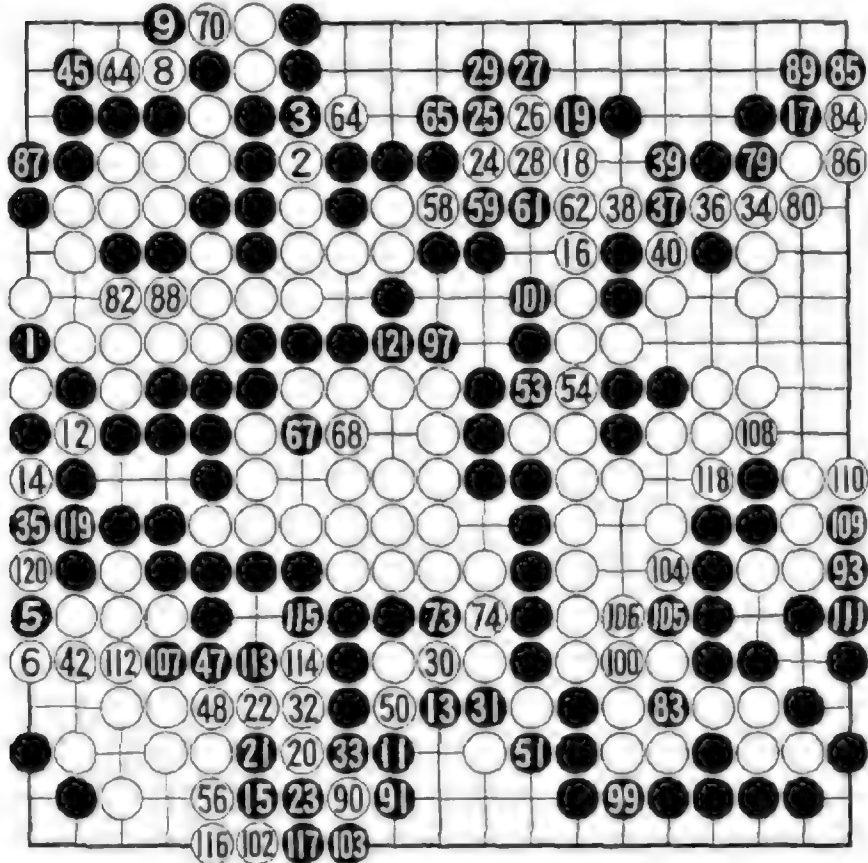


Figure 6 (201-322)

4: below 1; 7: at 1; 10, 41: above 14; 4: above 12;
46: at 12; 49, 52, 57: at 1; 60: below 1;
63, 66, 69, 71: takes below 70; 72: below 1;
75: at 1; 76: at 70; 77: right of 70; 78: below 1;
81: at 1; 92, 84: at 12; 95: right of 83; 96 at 14;
98: above 14; 122: at 5

Figure 6 (201-322). O's first world title

Black 95 widened the margin of victory, ensuring O of his first world championship.
Black wins by 8 1/2 points.

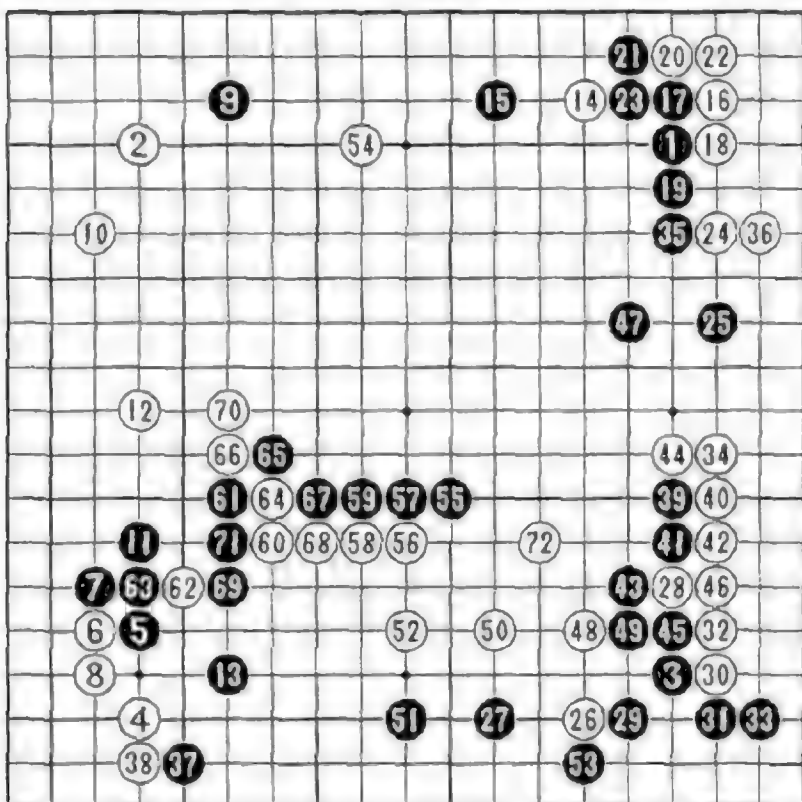


Figure 1 (1-72)

Game One

White: O Rissei 9-dan

Black: Yoo Chang-hyuk 9-dan

Time: 3 hours each: komi: 5 1/2 points.

Played on February 24, 1998 in Seoul.

Figure 1 (1-72). Yoo attacks, O defends.

White 54 at 55 would have made for a slow game, but, with Black 55, Yoo attacked and O defended. This was the pattern in all of their games in this series.

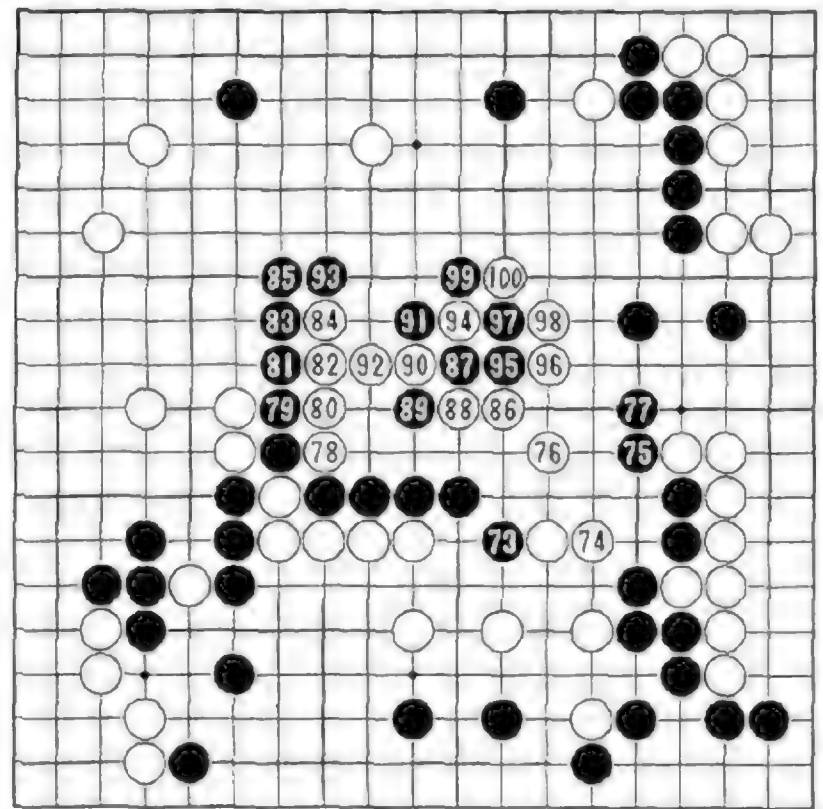


Figure 2 (73-100)

Figure 2 (73-100). White gains the advantage.

By cutting with 78, White captured five black stones and gained a clear advantage.

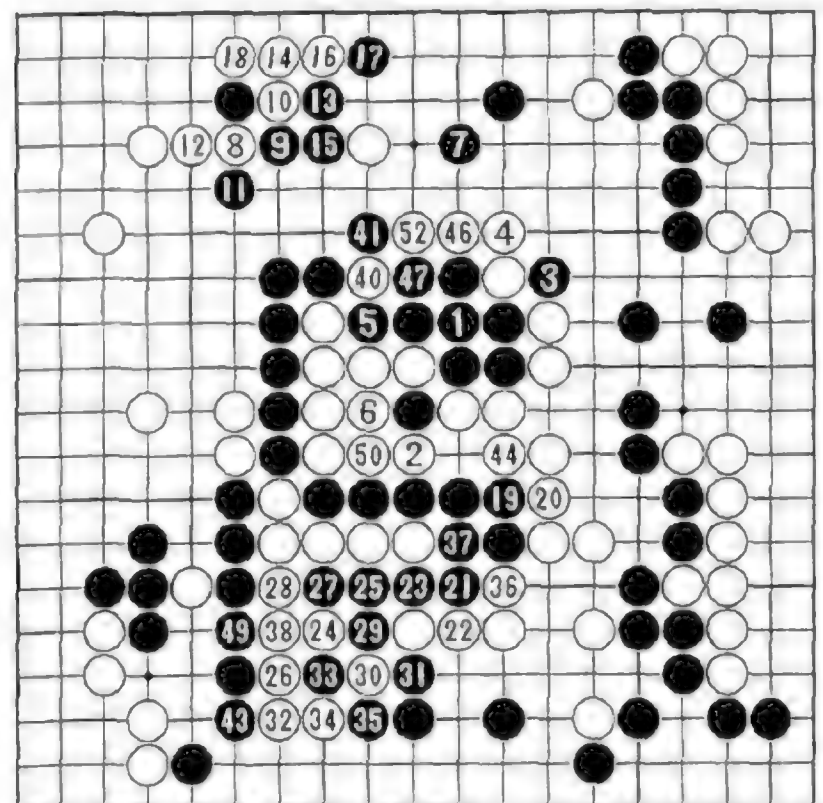
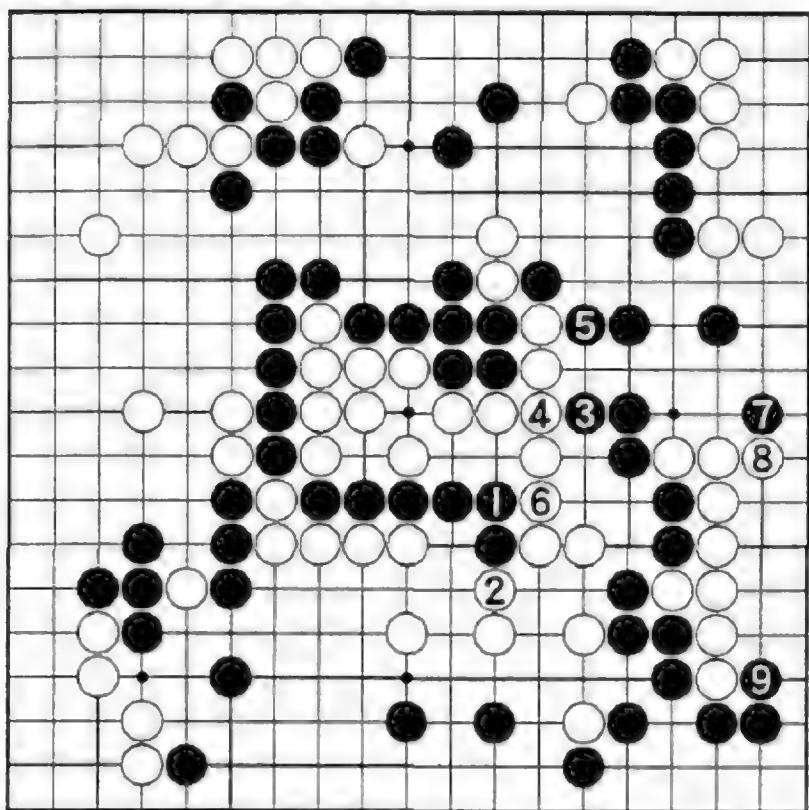


Figure 3 (101-154)

39, 45, 51: at 33; 42, 48, 53: at 30; 54: at 40

Figure 3 (101–154). O overlooks a throw-in

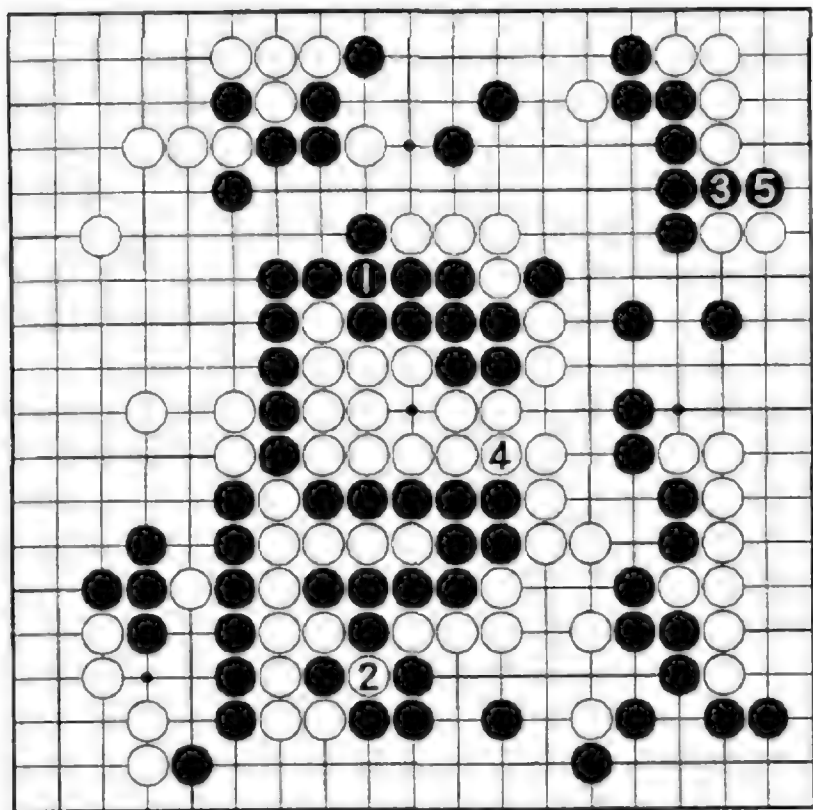
However, Yoo starts to move with his stones from 19. If White plays 2 in *Dia. 1*, his group in the lower right is in danger after Black plays the sequence to 9.



Dia. 1

In reading out the sequence from Black 21, O overlooked the throw-in of 33. This was a good move and now a ko is inevitable.

Instead of connecting the ko at 52, he should have connected at 1 in *Dia. 2*. He could then use the ko threats of 3 and 5 and stage an upset.



Dia. 2

Figure 4 (155–200). O misses his chance for an upset.

White 66 was the losing move. White should have descended at 78 instead.

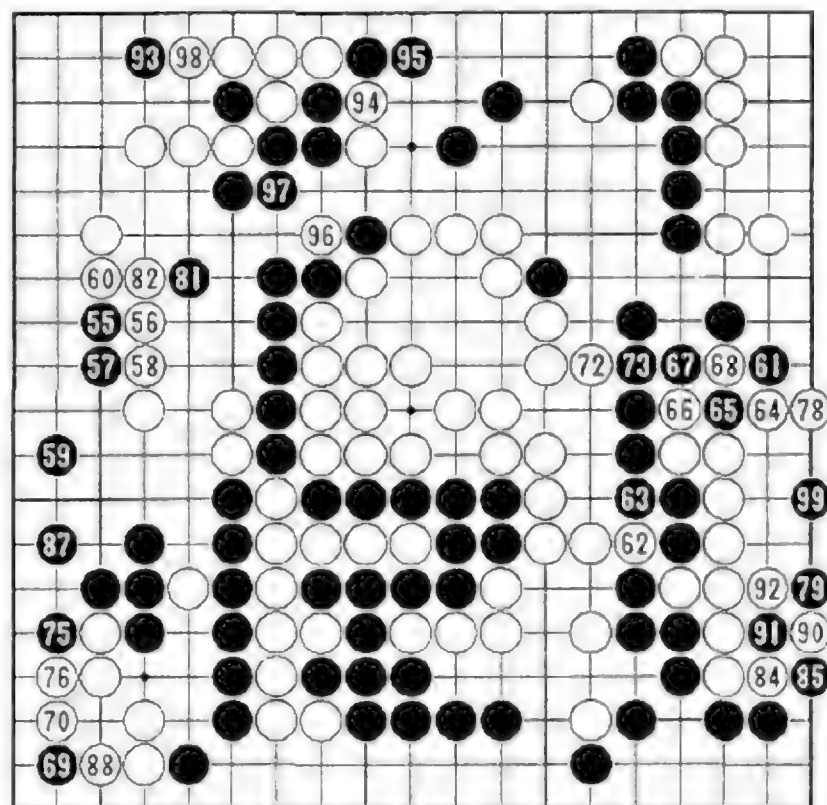


Figure 4 (155–200)

71, 77, 83, 89: at 65; 74, 80, 86: at 68

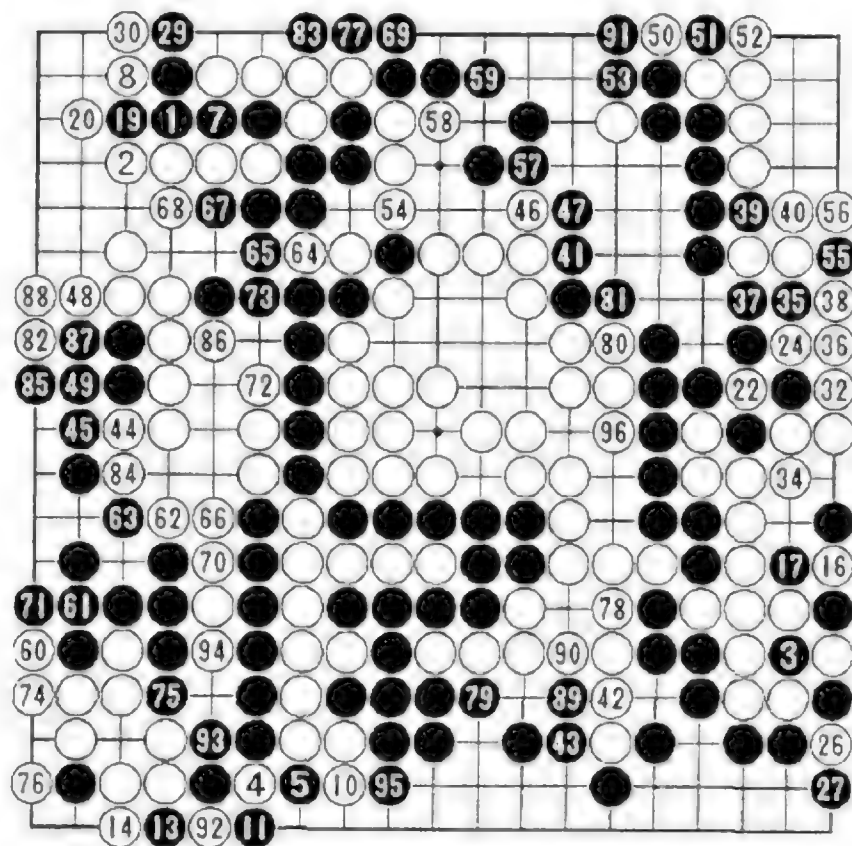


Figure 5 (201–300)

9, 15, 21: at 3; 6, 12, 18, 23: right of 3;
26, 31: below 22; 28, 33: at 22;
97: at 13; 98: at 51; 99: at 92

Figure 5 (201–300). Black wins by 7 1/2 points.

Game Two

White: Yoo Chang-hyuk 9-dan

Black: O Rissei 9-dan

Time: 3 hours each: komi: 5 1/2 points.

Played on February 26, 1998 in Seoul.

Figure 1 (1–30). Yoo goes on the attack.

O played the erasing move of 29 and Yoo went on the attack with White 30. O was actually more worried about White A than White 30.

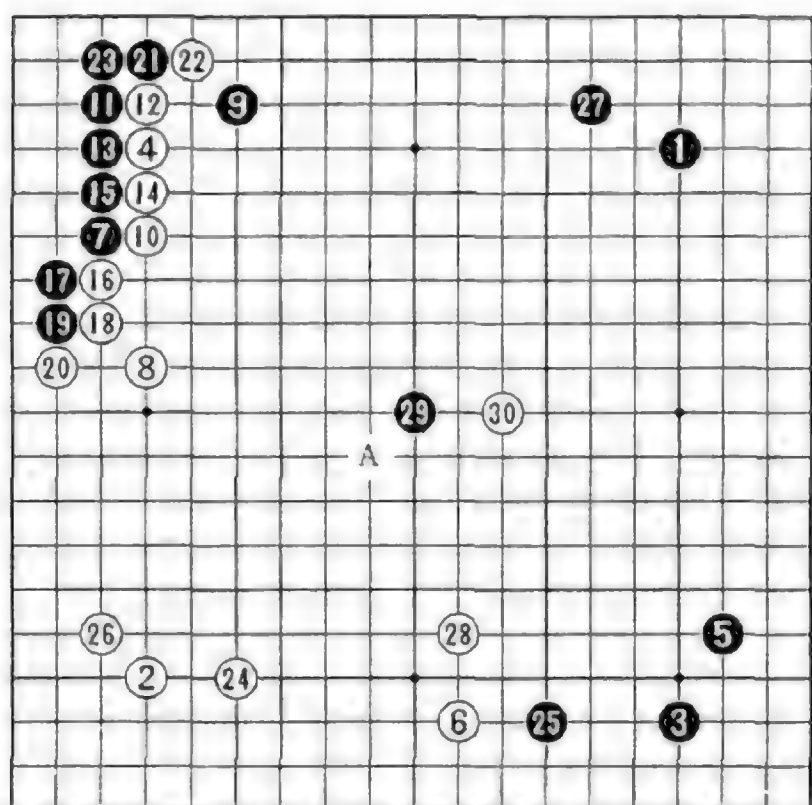


Figure 1 (1-30)

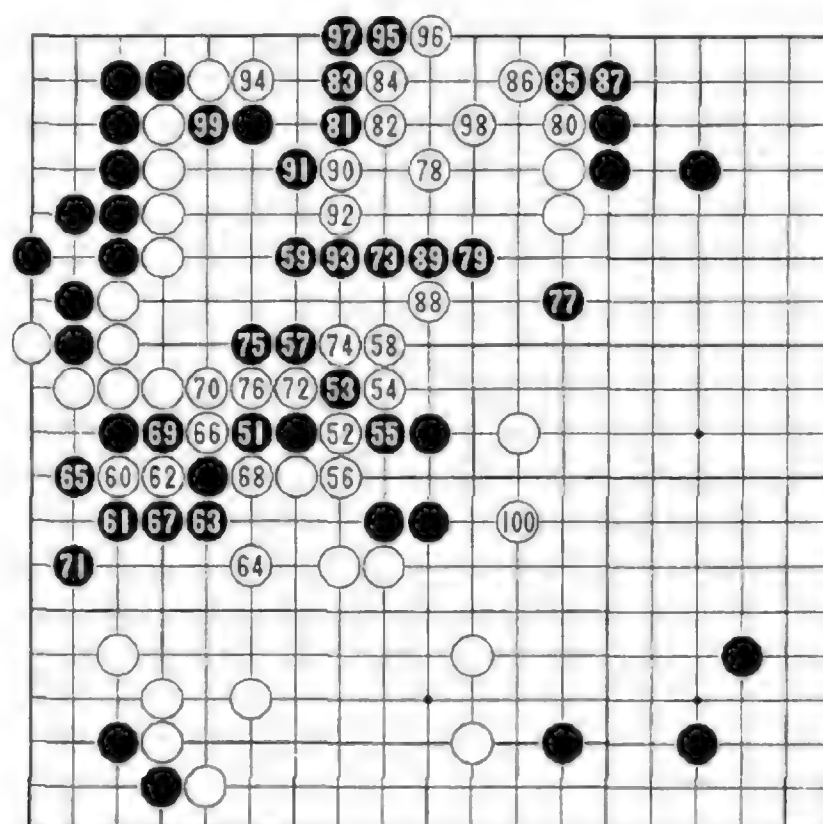


Figure 3 (51-100)

Figure 2 (31-50). *The attack begins in earnest.*

Instead of 47, the Black A-White B exchange would have made it a safe game for Black.

With White 50, the attack begins in earnest.

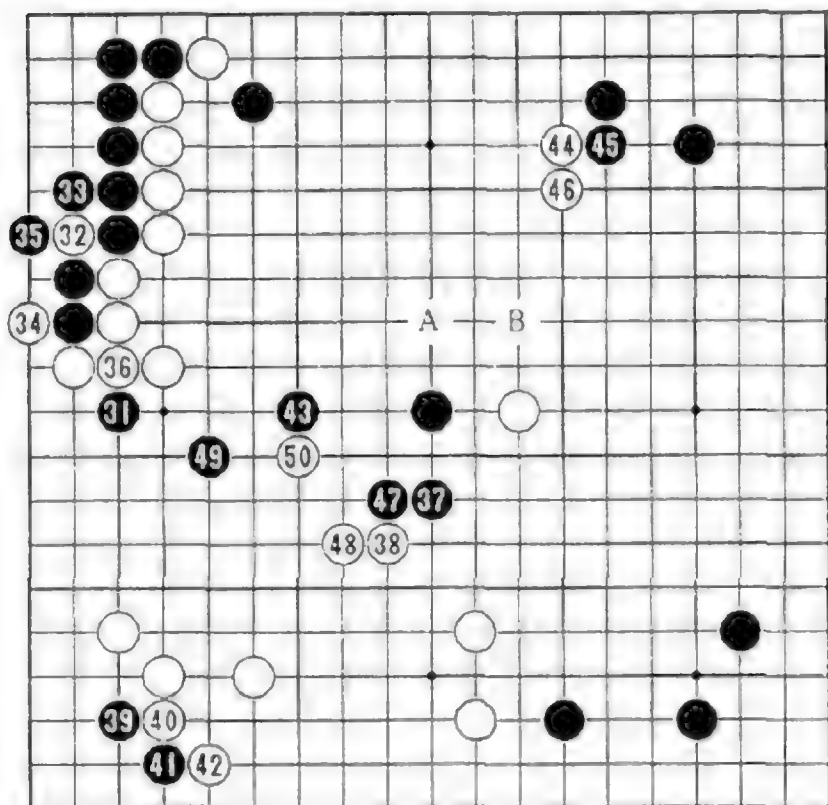
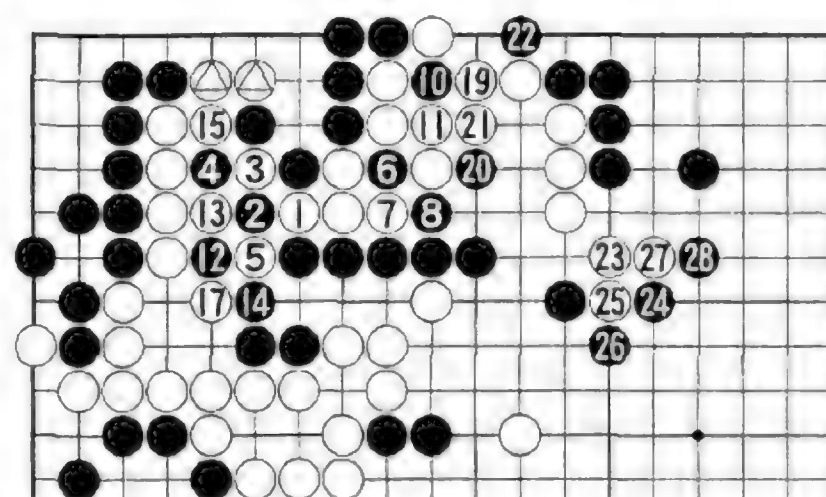


Figure 2 (31-50)



Dia. 3

9: connects (at 6); 16: at 3; 18: at 5

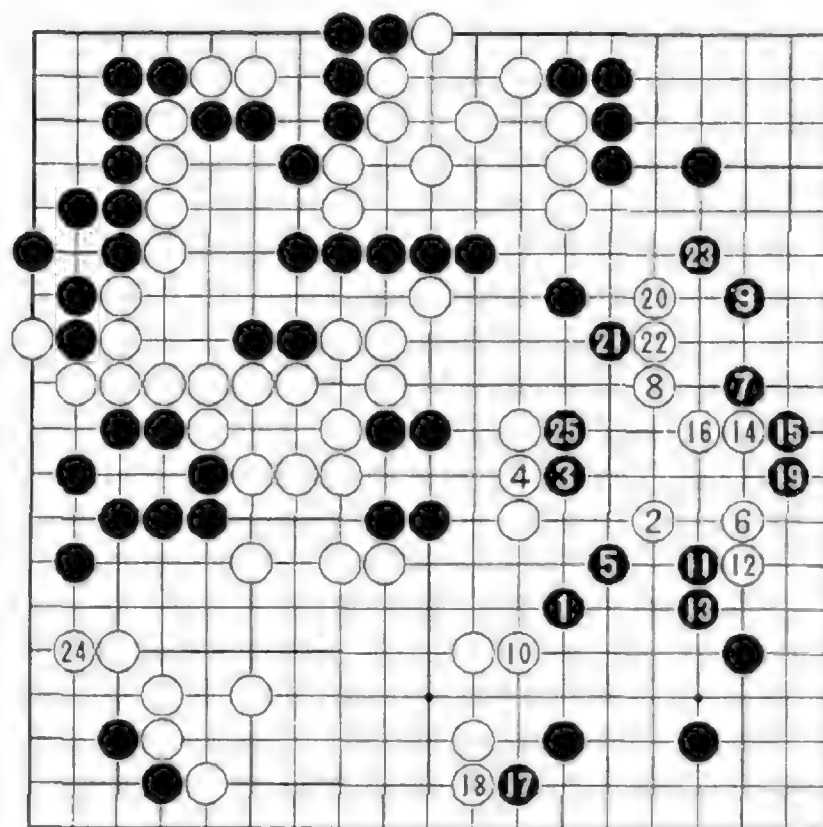


Figure 4 (101-125)

Figure 3 (51-100). *The losing move*

White 94 was the losing move. It was miserable for White to have these two stones captured with Black 99.

Instead of White 98, Yoo had wanted to play 1 in Dia. 3, then he could connect at 15 and save his two marked stones. He can save his stones on the left, but his group on the right would be trapped when Black plays 28. So he had to change course and play 98.

Figure 4 (101-125)

White resigns after Black 125.

Game Three

White: O Rissei 9-dan

Black: Yoo Chang-hyuk 9-dan

Time: 3 hours each: komi: 5 1/2 points.

Played on March 18, 1998 in Seoul.

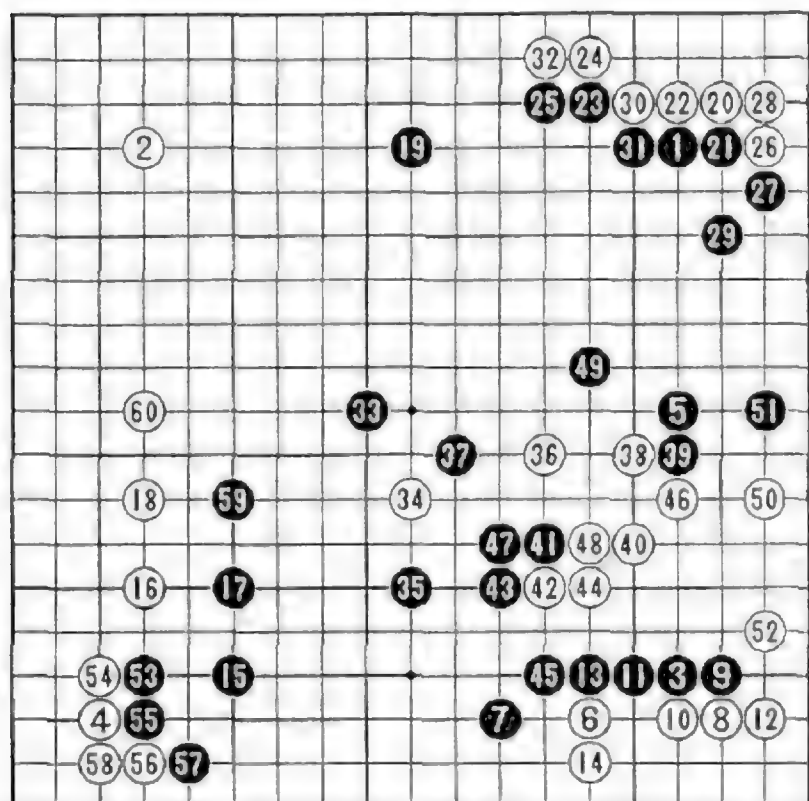


Figure 1 (1-60)

Figure 1 (1-60). A slow development

O lost this game in the opening. His development was too slow and Yoo took all the big points. White 12 should have been at 14. Black would respond at A, then White 19. This would be best for White.

White thought that he was doing all right when he played 34 and 36, then managed to link up his stones in the center with the ones in the lower right corner with 52, but, actually, this was not so good.

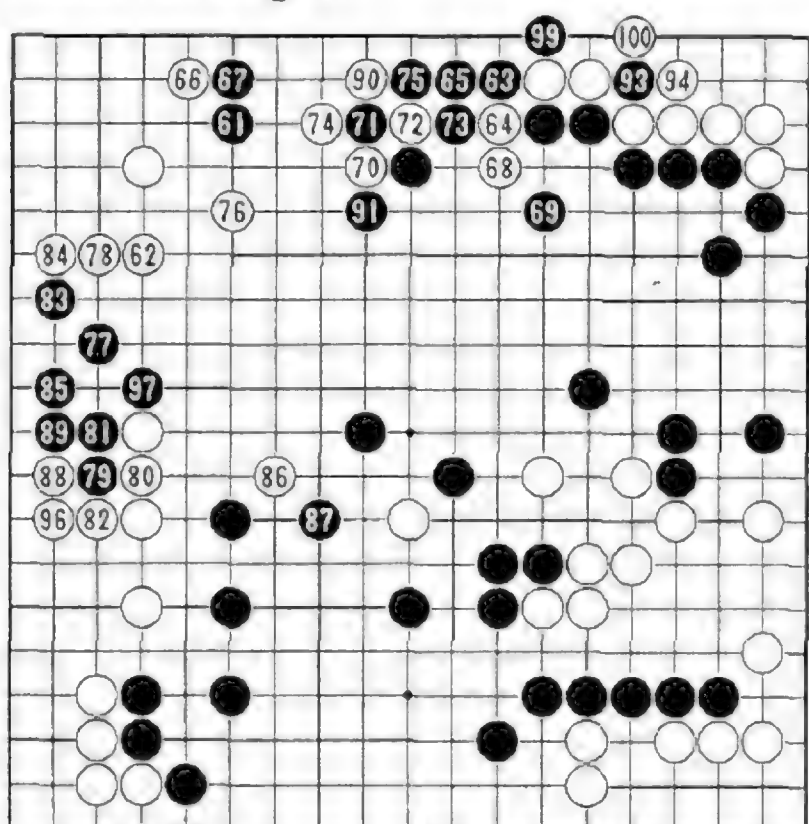


Figure 2 (61-100)

92, 98: at 72; 95: at 71

Figure 2 (61-100).

Before 62, White should have exchanged White 64 for Black 67. He didn't expect the direct pressing move of 63.

White 76 aimed at 90, but it was too small. With 77, Black's stones on the left lived and the game was over.

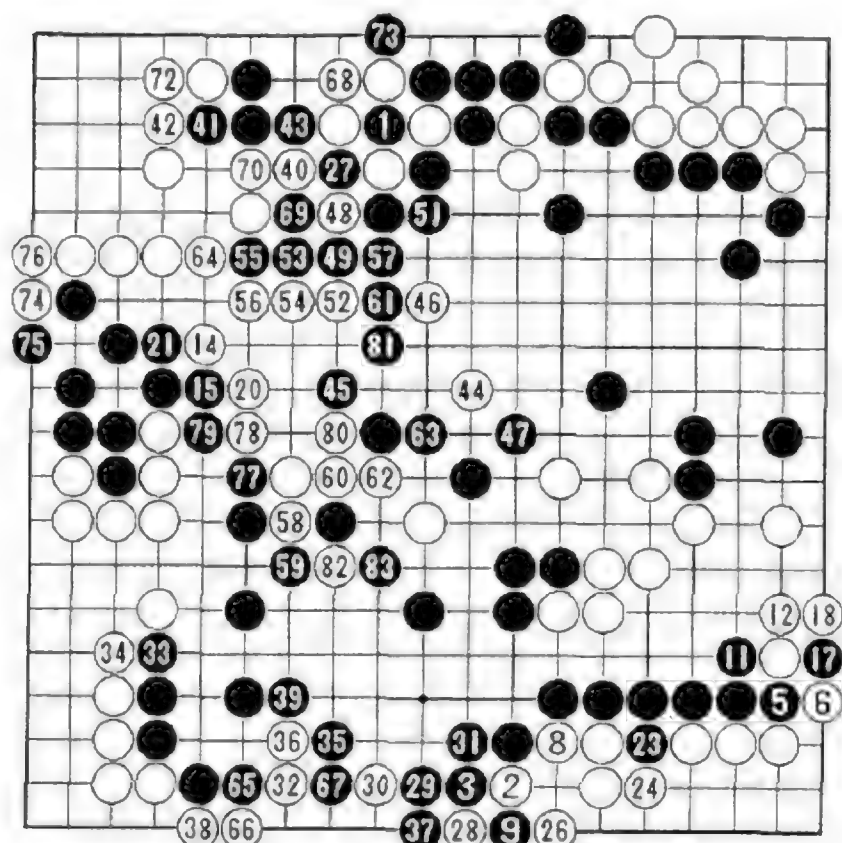


Figure 3 (101-183)

4, 7, 10, 13, 16, 19, 22, 25, 50: takes ko around 1
71: captures at 27

Figure 3 (101-183).

White resigns after Black 183.

Game Four

White: Yoo Chang-hyuk 9-dan

Black: O Rissei 9-dan

Time: 3 hours each: komi: 5 1/2 points.

Played on March 20, 1998 in Seoul.

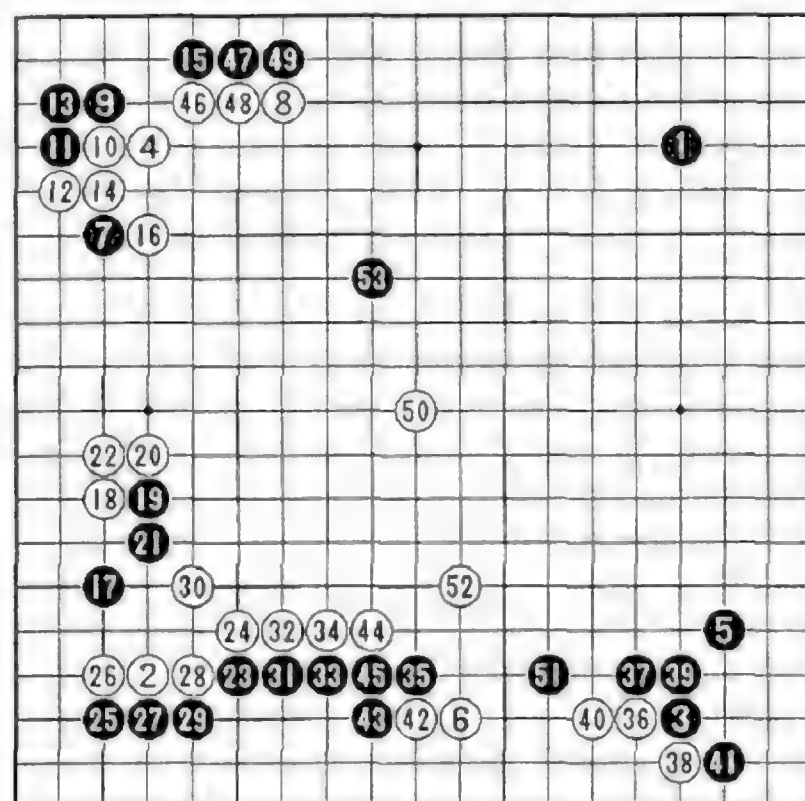
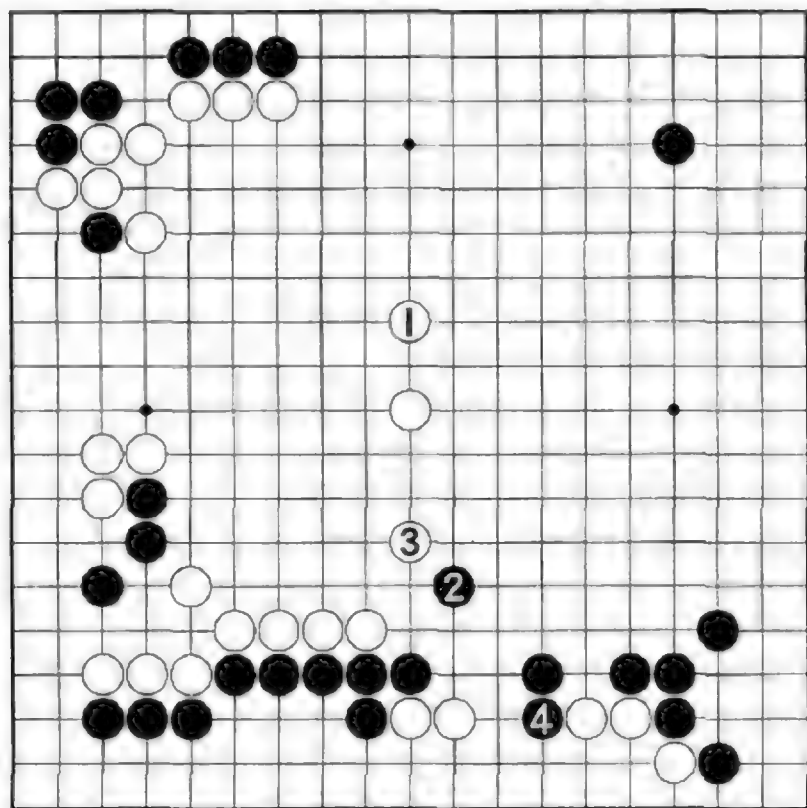


Figure 1 (1-53)

Figure 1 (1–53). A large-scale moyo

From White 32, Yoo boldly expanded his moyo, tempting O to invade, but when O eventually did invade, he would live there.



Dia. 4

Instead of White 52, White could also play 1 and 3 in Dia. 4.

In response to 52, Black invaded at 53.

Figure 2 (54–105). Black lives with his group.

When Black lived with 105, he had the advantage.

In the process, Black 99 was a good move while White 96 was bad. If White had played 98 instead of 96, the big group of black stones would have to fight a ko for their life.

Figure 3 (106–177). An easy win for O

This was an easy game for O, but made a slack move in winding it up. Playing 37 above 36 would have been more precise. After Black 77, White had no chance to catch up.

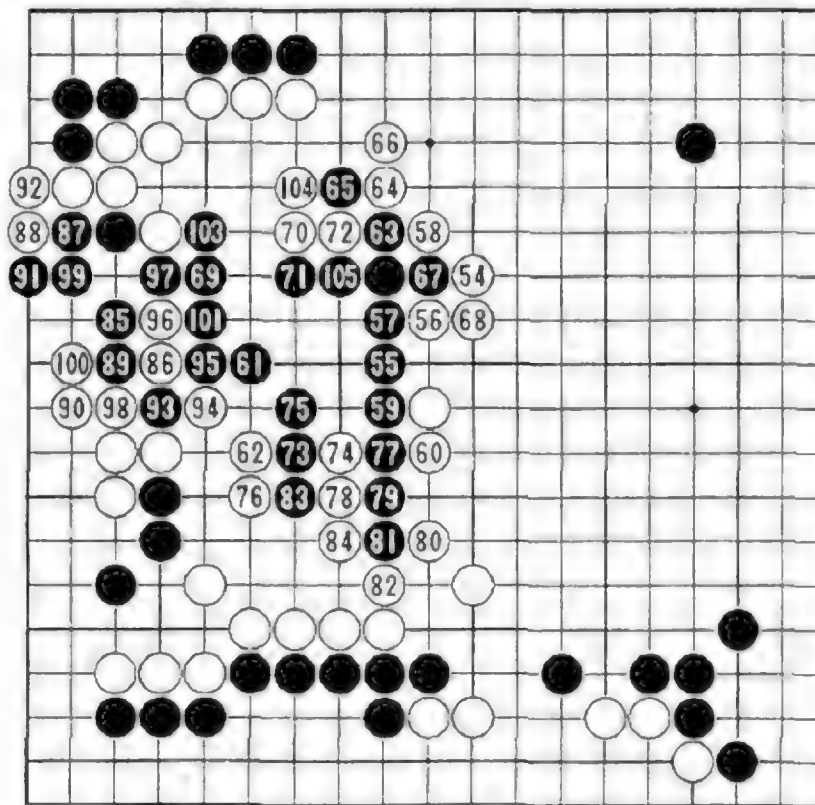


Figure 2 (54–105)

102: connects at 93

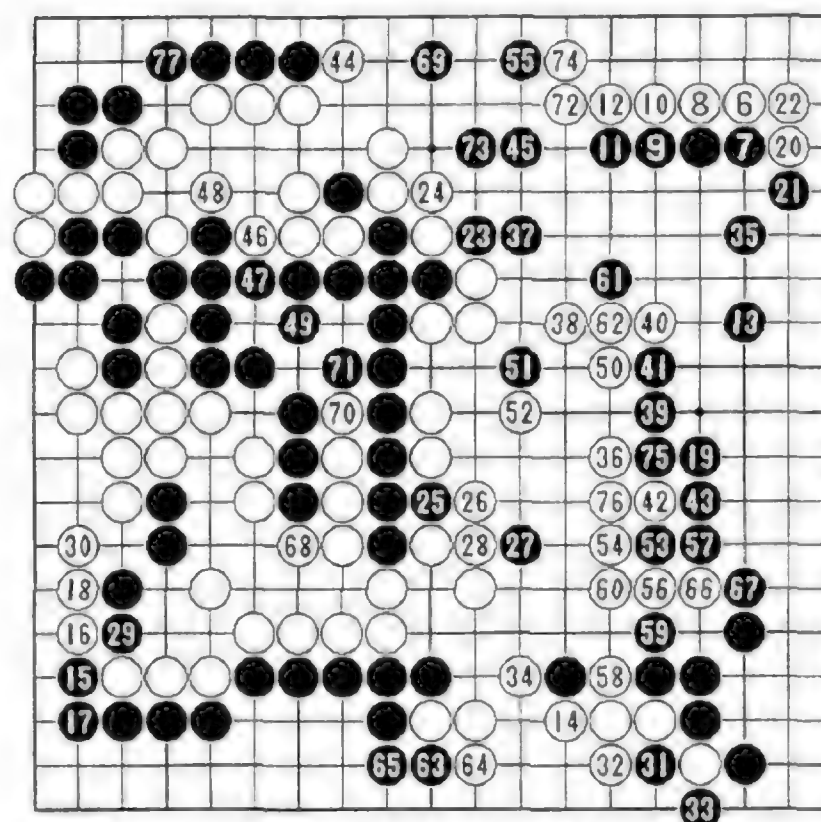


Figure 3 (106–177)

White resigns after Black 245.

Moves after 177 omitted.

The 9th Tong Yang Securities Cup

Lee Chang-ho vs. Yoo Chang-hyuk

In this year's Tong Yang Securities Cup, four Nihon Ki-in players — Michael Redmond, Rin Kaiho, Cho Chikun, and Ryu Shikun — managed to win their way into the quarterfinals, but only Ryu ended up in the semifinals and there he lost to Yoo Chang-hyuk, who had beaten Cho Chikun. As expected, Lee Chang-ho disposed of Rin and China's Yu Bin, who had beaten Redmond, so the final became an all-Korean affair.

Although Yoo hasn't been doing so well in the domestic Korean tournaments, he has been making his mark on the international scene. Unfortunately, he usually has had to settle for second place as in this match and the last two LG Cup matches.

Still, as this thrilling game illustrates, there is no question that Yoo is one of the World's top players. It involved complicated fights which required precise analysis, and both Lee

and Yoo played to near perfection. Even though Lee won by half a point, it was a masterpiece for both players.

Game Four

White: Lee Chang-ho

Black: Yoo Chang-hyuk

Time: 3 hours each; komi: 5 1/2 points.

Played in Seoul on May 13, 1998.

Commentary by Komatsu Hideki.

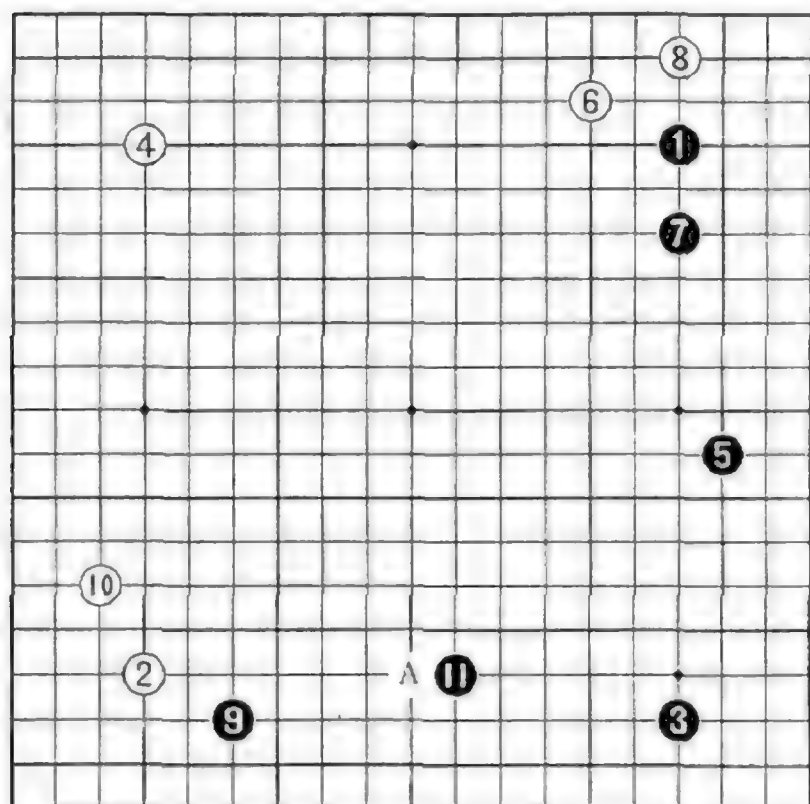


Figure 1 (1-11)

Figure 1 (1-11). Better balance

Black 11 was usually played at A, but Korean players have been studying this move and the consensus now is that Black 11 has better balance than Black A. I have played this move myself in one of my games.

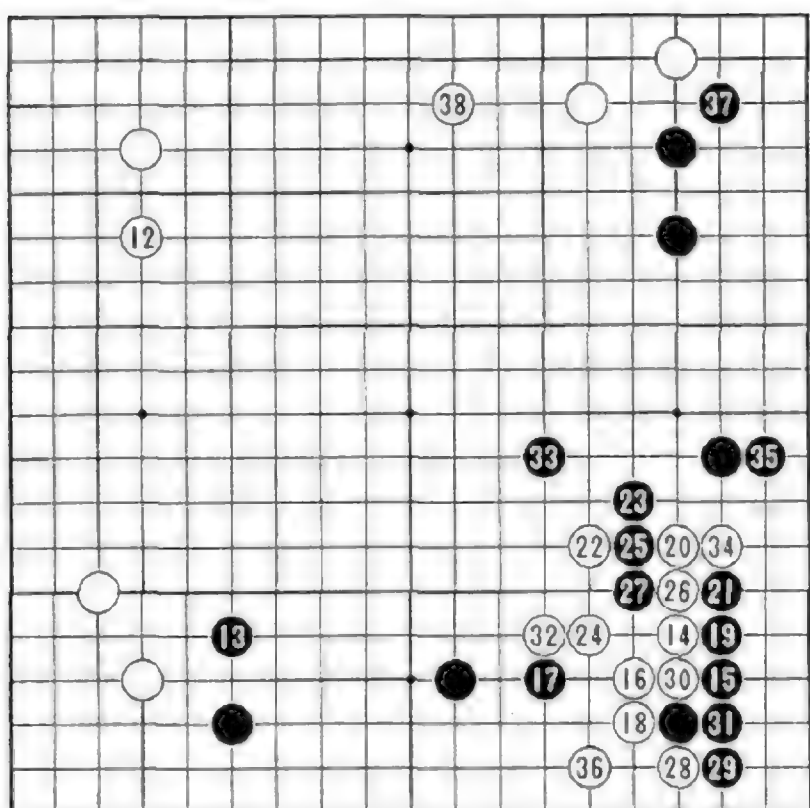
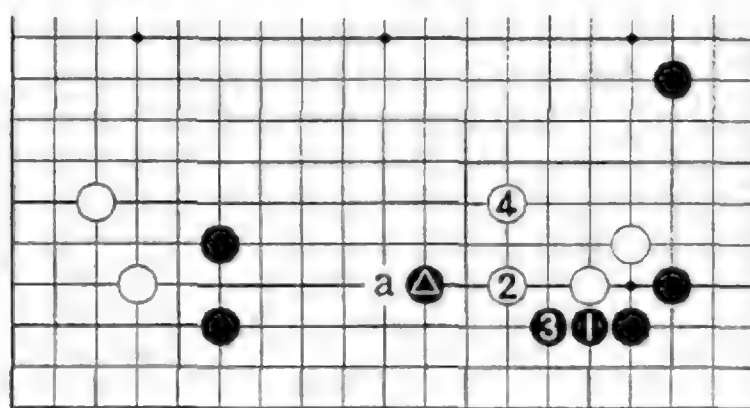


Figure 2 (12-38)

Figure 2 (12-38). Cho Chikun's new move

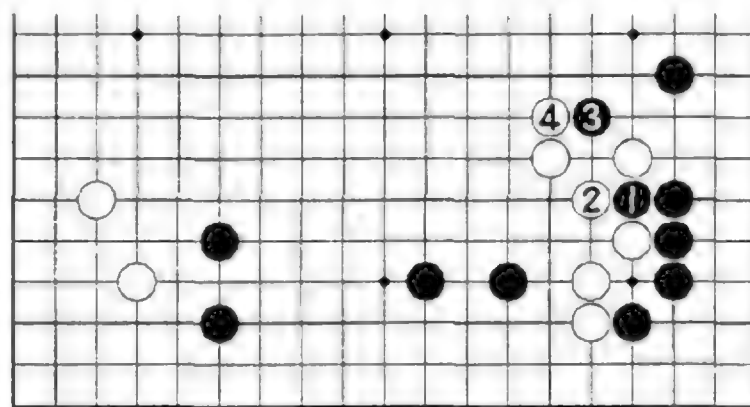
The merit of Black 11 is that Black's jump to 13 makes an ideal balance with 11 at the bottom.

Next, invading Black's emerging moyo became urgent, so White approached with 14.



Dia. 1

After White 16, Black 1 and 3 in *Dia. 1* are better when Black has the marked stone in place rather than at 'a'. However, Black 17 is a move invented by Cho Chikun, who played it in the first game of this year's Kisei title match against Yoda Norimoto. As soon as the Korean players saw this move, they appreciated its merits and quickly adopted it.



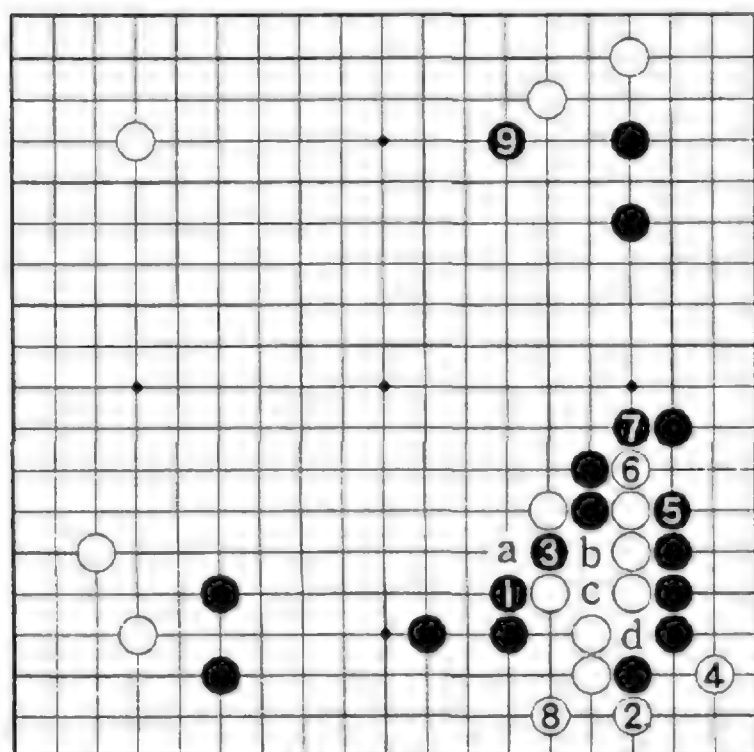
Dia. 2

If Black plays 1 and 3 in *Dia. 2* instead of 23, White will not connect, but extend to 4.

White dodged Black 23 by playing 24. This move showed fighting spirit. Up to 27, I prefer Black's position.

As an alternative to 27, Black 1 in *Dia. 3* (next page) is also good. If White answers at 'a', the peep of Black 'b' and 'c' are frightening. Therefore, White would have to play 2, but Black would cut at 3. Black would then play 9 and a huge moyo would come into being. But Korean players dislike this style of go and prefer a tight territorial game. That's probably why Lee chose 27 instead.

Black 33 and 35 attack the white stones, so White has to defend with 36. Black then switches to the top with 37 and a territorial formation with perfect width appears on the upper right side.



Dia. 3

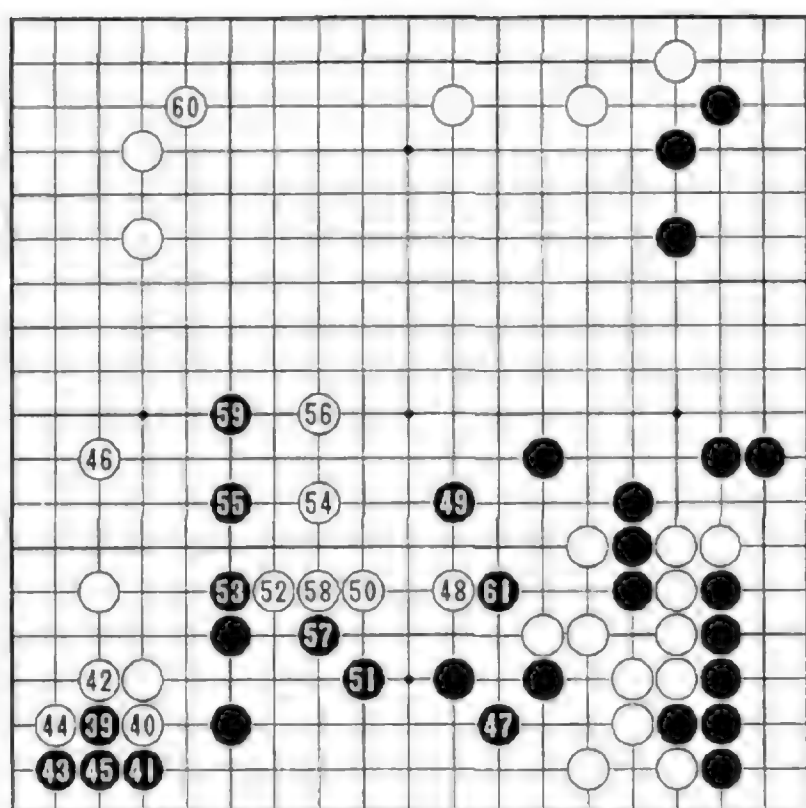
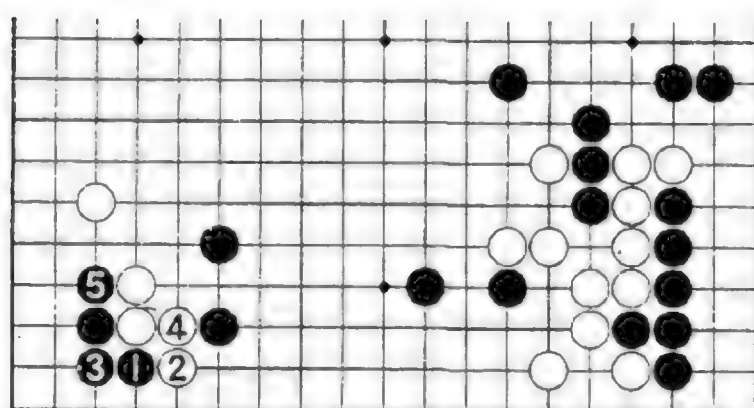


Figure 3 (39-61)

Figure 3 (39-61). Lee perseveres.

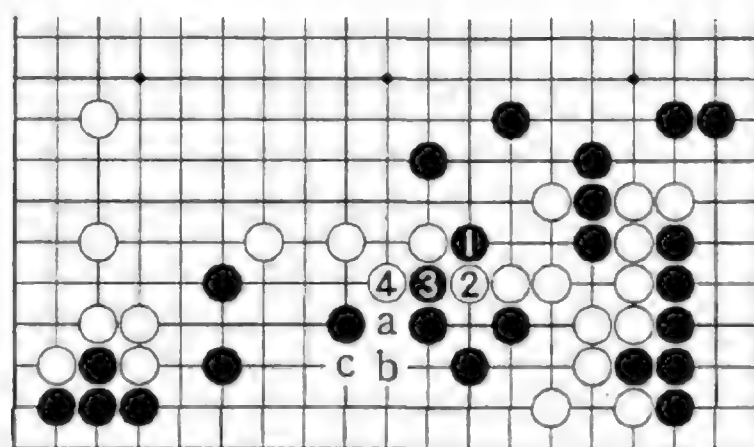
Black now invades the lower left corner with 39. White let Black link up with 41 and 43. He didn't want to play as in Dia. 4 because he would then have a weak group on the left as well as one on the right. Both groups could then come under attack.



Dia. 4

White suffers a loss with the sequence to 45, but he perseveres and waits to make up for this loss later. This kind of play is typical of Lee. Black has large territories at the bottom and on the upper right side, amounting to more than 50 points. He also has a weak white group in the lower right that he can set his sights on. Yoo seems to have a clear advantage, but Lee often finds himself in such positions and this is when he starts fighting back and demonstrates his formidable power.

After Black defends the bottom with 47, White quickly escapes into the center with 48. From 49, Black severely attacks. Not knowing whether the white group will live or die, Lee takes a big point at 60 while Black continues the attack by cutting through White's knight's move with 61.



Dia. 5

If Black cut through earlier with 1 in Dia. 5, instead of playing at 53, White would play 2 and 4. He is now threatening to play the sequence White 'a'—Black 'b'—White 'c'. Black has to defend, so White can capture the black stone at 1. In the game, Black's peep at 57, protected against this cut-through.

Figure 4 (62-100). Perfect reading

Up to 68, White skillfully defended his stones and lived. But Black squeezed with 75 and 77, then attacked the white stones in the bottom right. Both players read out this sequence perfectly. For example, if Black played at 88 before White played 82, to take away White's eyes and force him to play A, the black stones above would find themselves short of liberties: White would atari at B, then attach at C.

From 92 to 97, Black leans on the white stones at the top to build a wall to trap the white stones in the center. However, Black 97 was a bad move. Black should have played D

because the peep at 100 gave White the extra stone he needed to survive in the center.

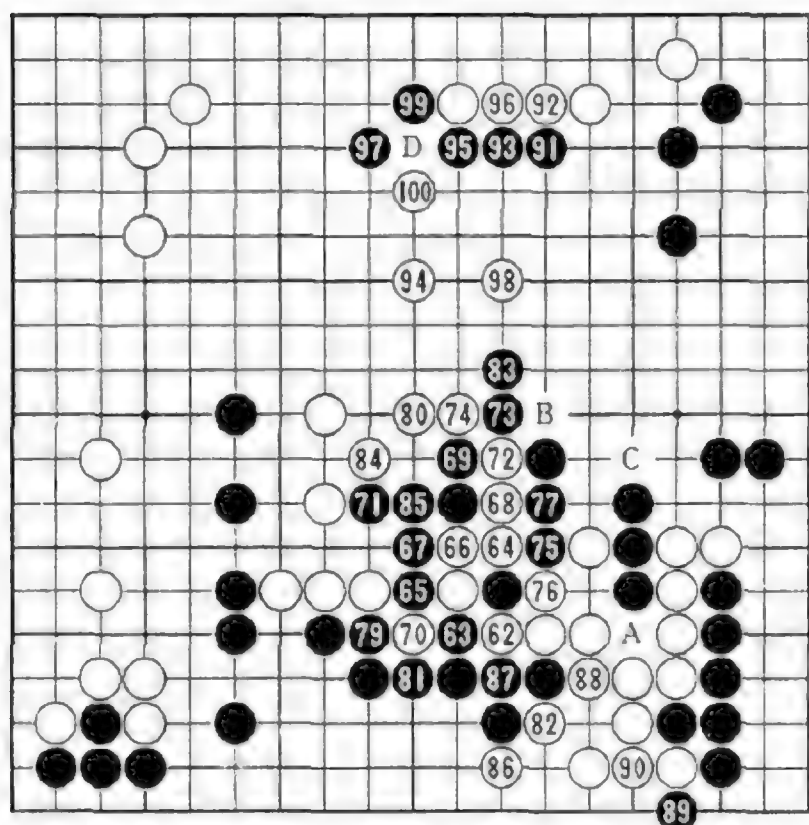


Figure 4 (62-100)
78: connects above 62

Figure 5 (101-136). A subtle move

The cut of Black 13 lost a point. If Black now connected at 16, White could cut at A, then he could capture the black stones below or above. However, this was a very difficult reading problem involving many variations. Since the margin of victory was only half a point, this might have been the losing move.

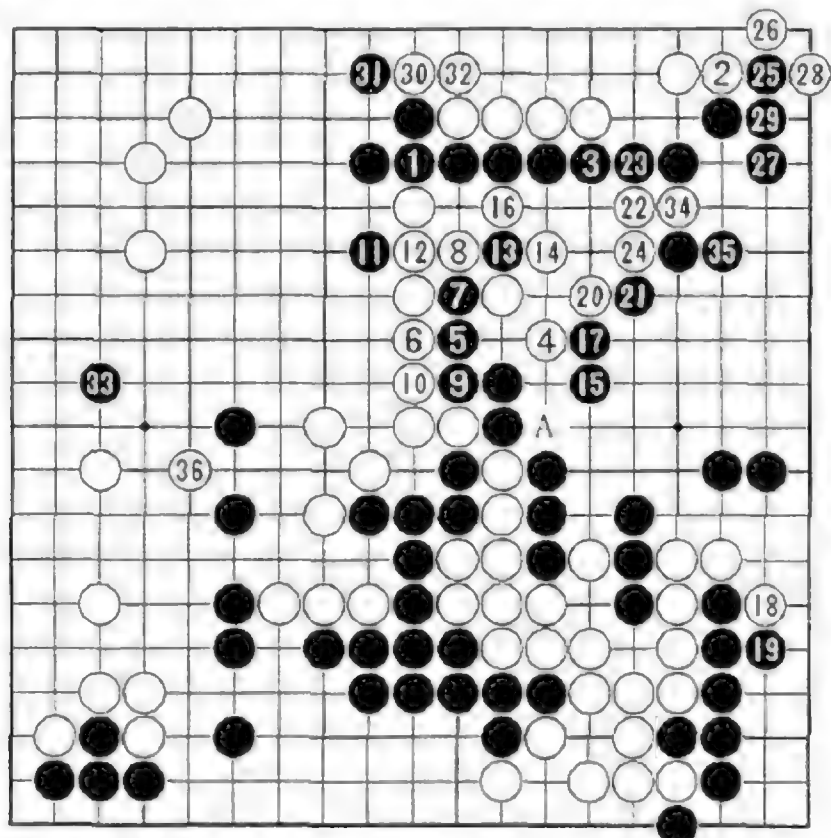
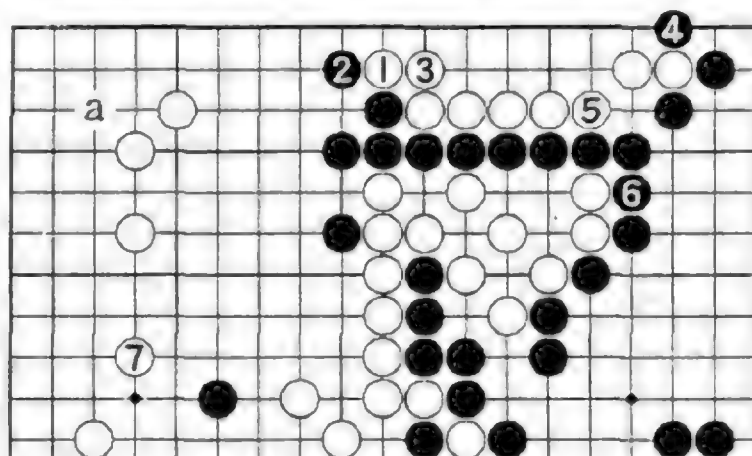


Figure 5 (101-136)

White 26 was a subtle move. If White played 1 and 3 in *Dia. 6*, Black could play 4 and, after White 5, Black cannot omit 6, so White can play 7.

In the game, White 26 forces 27, then Black can invade at 33 after 32. This looks like a

ten-point difference, so you might wonder if Lee made a mistake. But the problem with *Dia. 6* is that Black can still invade at 'a'; the result of this invasion is unclear.



Dia. 6

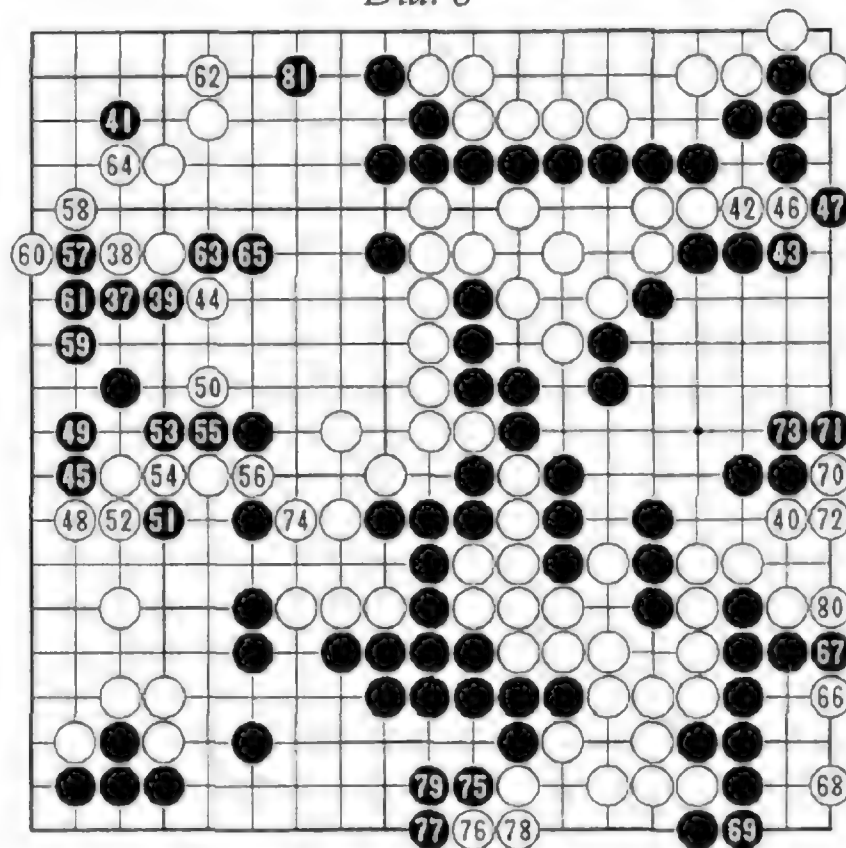


Figure 6 (137-181)

Figure 6 (137-181). The deciding move

White 66 was the deciding move. It created a yose ko in the corner and it was difficult to know how to create ko threats.

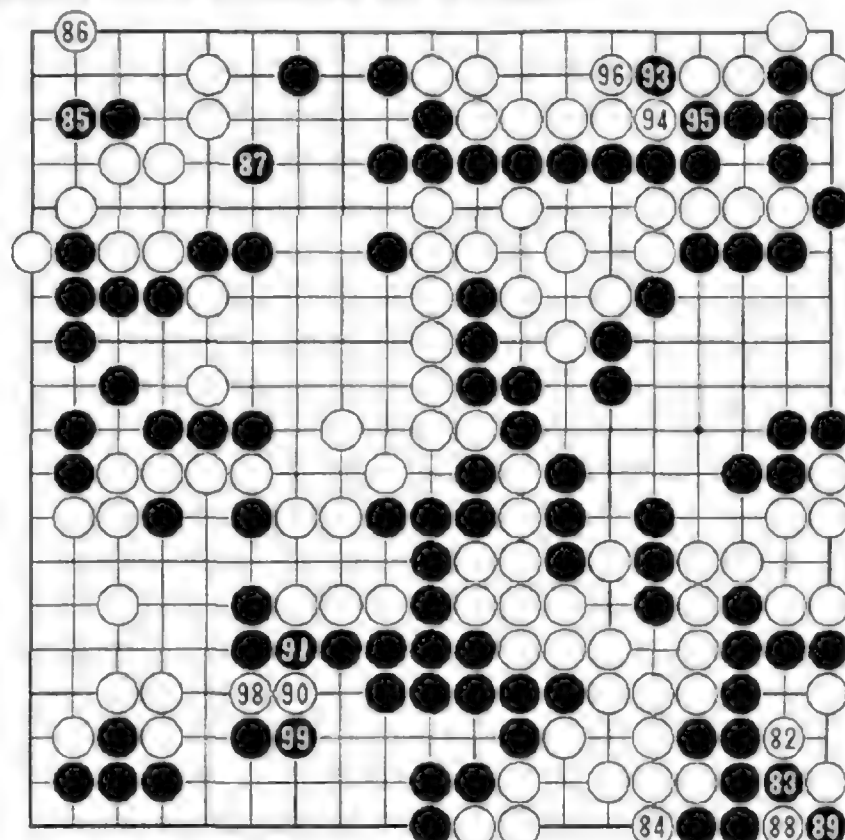


Figure 7 (182-200)
192, 200: at 188; 97: at 189

Figure 7 (182–200). *The ko fight*

The ko fight begins with White 88 and Black 89. This is a complicated position, but both players are playing accurately.

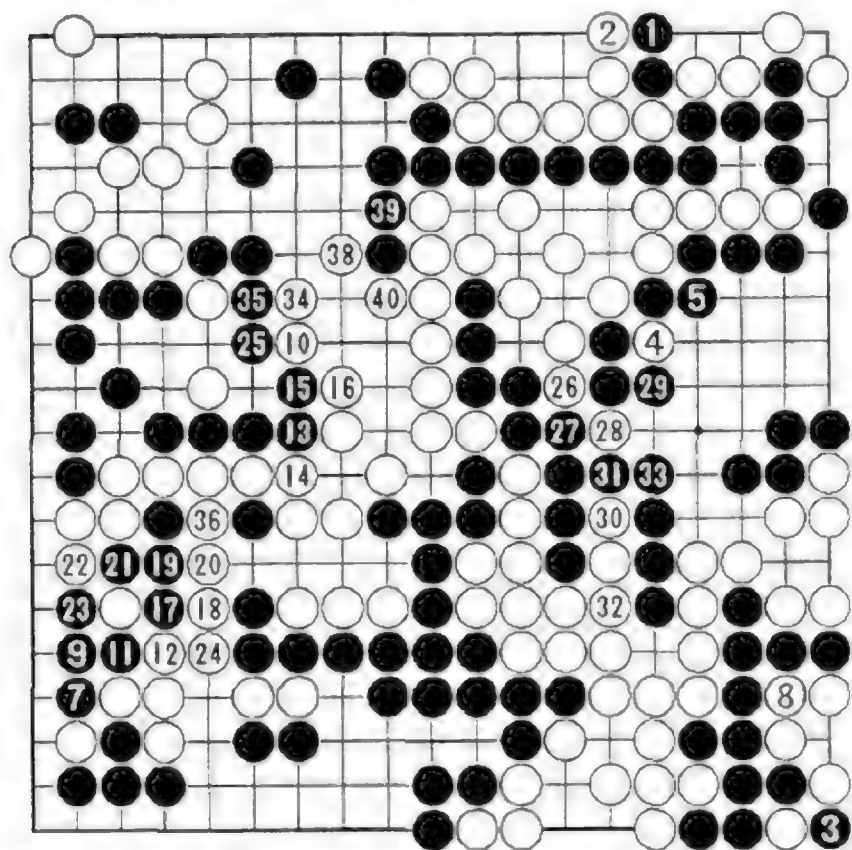


Figure 8 (201–241)

6: left of 3; 37: connects above 11

Figure 8 (201–241). *A big exchange*

White captures Black's stones in the lower right corner with 8, but Black gets compensation for this loss by taking away White's territory in the lower left.

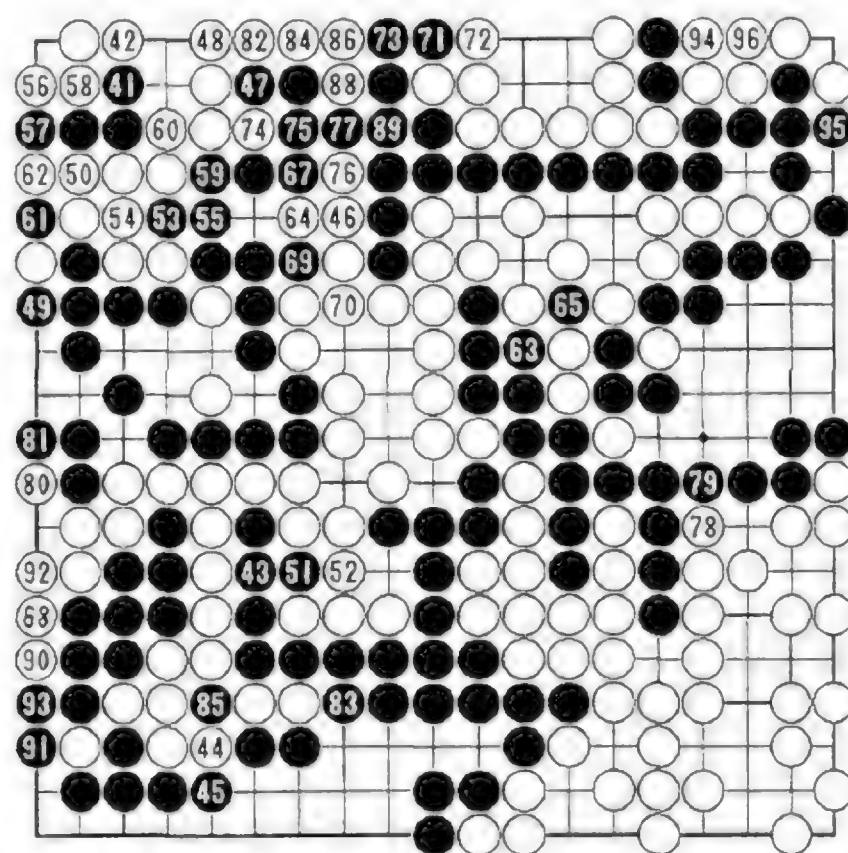


Figure 9 (242–296)

66: captures the stone at 65

Figure 9 (242–296). *Exploiting the aji*

Black exploits the aji of his dead stones in the upper left corner for the maximum profit, but it was not quite enough and Lee pulls off another half-point win and clinches this title for the fourth time.

296 moves. White wins by half a point.

(Translated from Kido, July 1998.)

The 11th Fujitsu Cup Final

Lee Chang-ho vs. Chang Hao

This year's Fujitsu Cup final pitted Korea's number-one player, Lee Chang-ho, against China's number one, Chang Hao. Again, just as in the final game of the Tong Yang Securities Cup, it was a titanic struggle, worthy of these two young geniuses.

The public commentary for this game was given by Ishida Yoshio 9-dan who remarked that Lee and Chang have similar styles. Both have confidence in their endgame strength and both have great determination to win.

Lee first went into the lead when Chang declined to play a ko, but he later equalized and it was impossible to say which side had the better game. In the end, however, it was Lee who pulled off the victory by a slim 1 1/2 points.

In the game to determine the third and

fourth places, Yoo Chang-hyuk defeated the Japanese Judan title holder Hikosaka Naoto by 1 1/2 points

White: Lee Chang-ho

Black: Chang Hao

Time: 3 hours each; komi: 5 1/2 points.

Played in Tokyo on August 1, 1998.

Commentary by Ishida Yoshio.

Figure 1 (1–13). *An ideal Black formation*

After playing 1 and 3, Chang played approach moves with 5 and 7, then made the low Chinese opening formation on the right side. Making consecutive approach moves is sometimes seen in the sanren-sei formation, but this way of playing in the Chinese opening is a bit unusual.

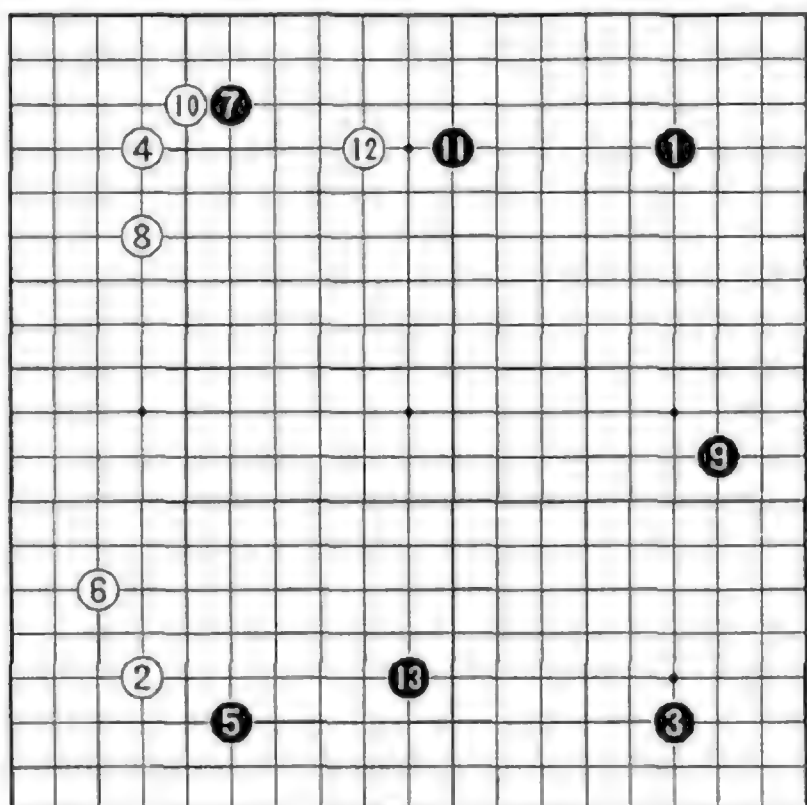


Figure 1 (1-13)

In response to 9, White made a diagonal attachment at 10, but Black responded with 11 and 13, making an ideal formation with his stones on the right side. However, one cannot say that Black has the advantage.

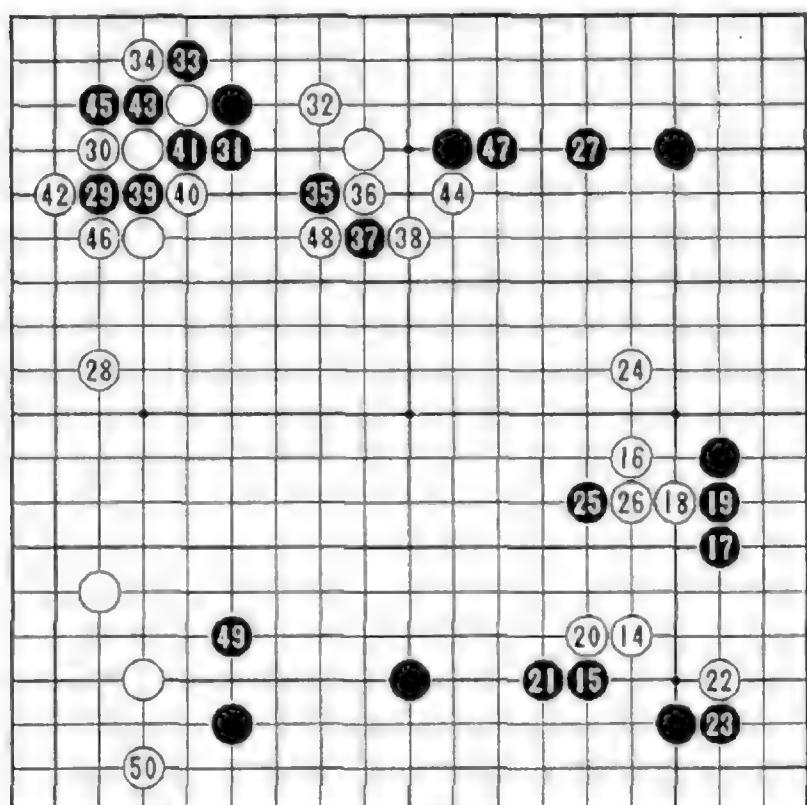


Figure 2 (14-50)

Figure 2 (14-50). Both players were satisfied.

White made a light invasion with 14, but with the sequence to 23, he let Black make a lot of territory at the bottom. White 20 was necessary to maintain White's line into the center, even though it helped Black solidify his territory at the bottom.

Black 25 was a good move because it forced White to answer with 26.

The peep at 29 was surprising. White 39 would be the usual response, but White played 30 and Black stood at 31. Since this move threatened counterplay at the top,

White answered with 32, so Black was able to take the corner. It seemed as if Black had been successful in the corner, but it was really an exchange where Black got the corner in return for White getting two black stones at 29 and 39. Both players felt that they had succeeded. White 48 was a thick and steady move.

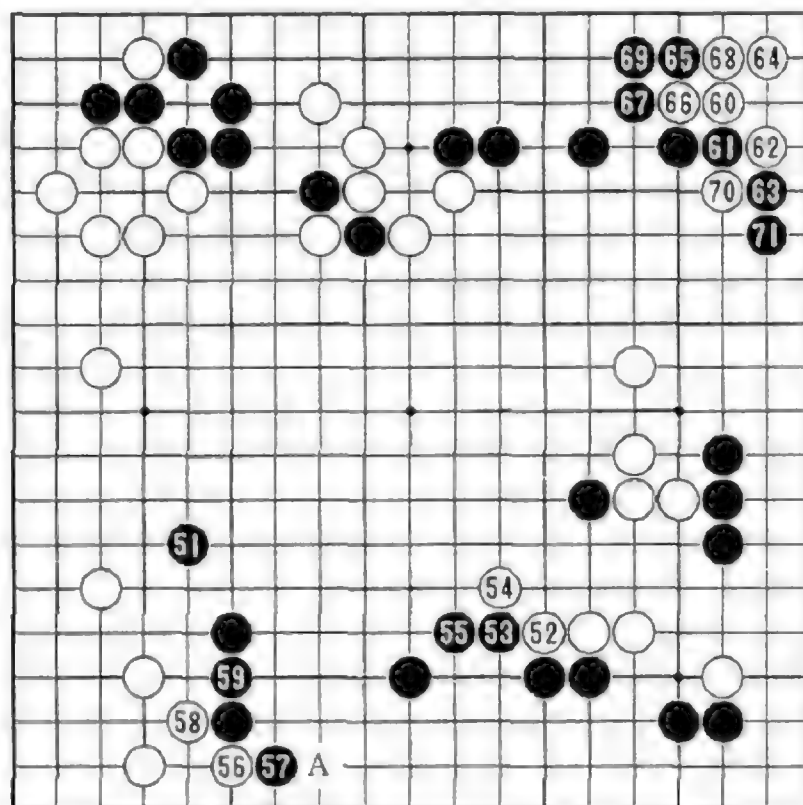
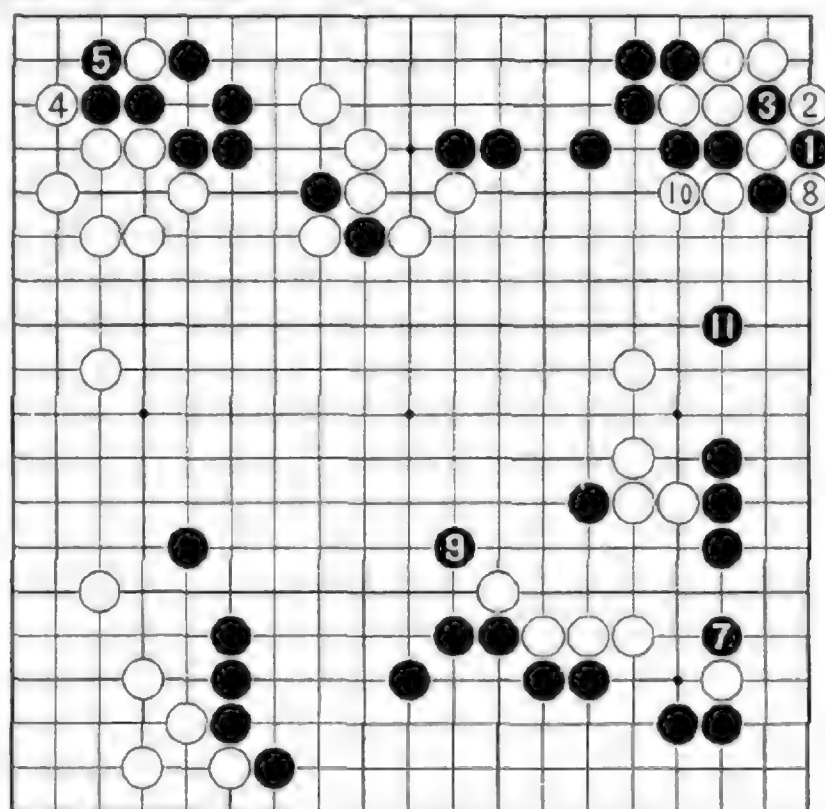


Figure 3 (51-71)

Figure 3 (51-71). Declining to play the ko

Black expanded his moyo with 51, so White had to play the sequence from 52 to 58, even though this induced Black to solidify his territory at the bottom. After Black 59, White invaded the upper right corner with 60, leaving the clamp at A as aji. When White cut with 70, Black declined to fight a ko for the corner and drew back with 71.



Dia. 1 6: takes ko at 1

Black should have started the ko fight with 1 and 3 in Dia. 1. White has only one big ko threat at 4, so he must end the ko by capturing

with 8 in response to Black 7. Black then plays another move at 9 to settle his stone in the top right, White has to play 10, but this lets Black play another big move at 11. Thus, Black would have gotten to play three big moves — 7, 9, and 11 — and taken a big lead.

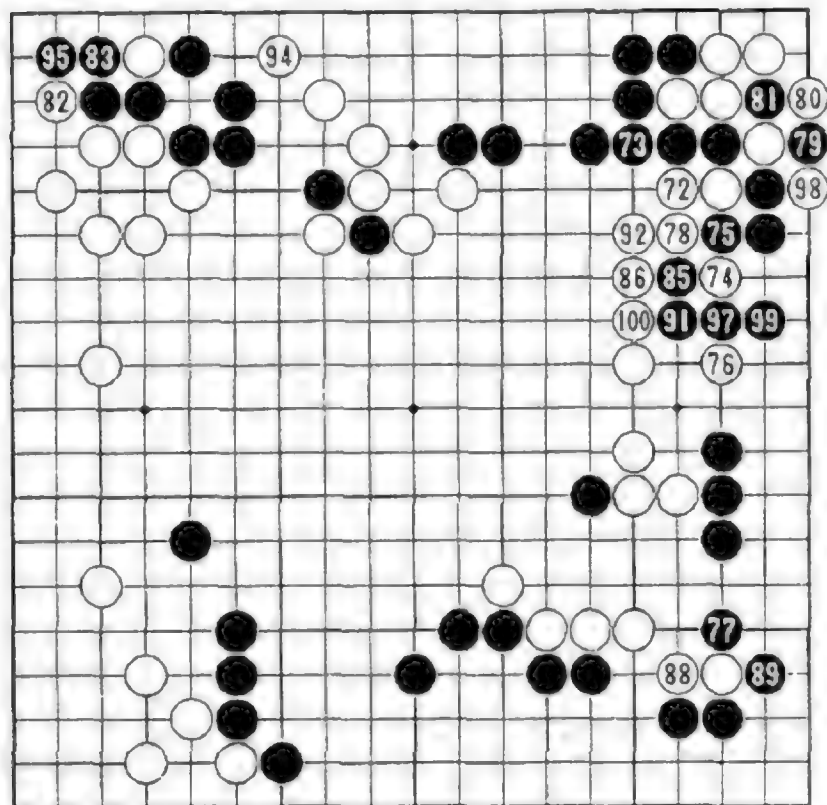


Figure 4 (72-100)

Figure 4 (72-100). Lee goes into the lead.

After Black 71 in Figure 3, Lee played the sequence to White 100 and went into the lead. Kobayashi Koichi praised the way Lee took advantage of Black's slack move at 71.

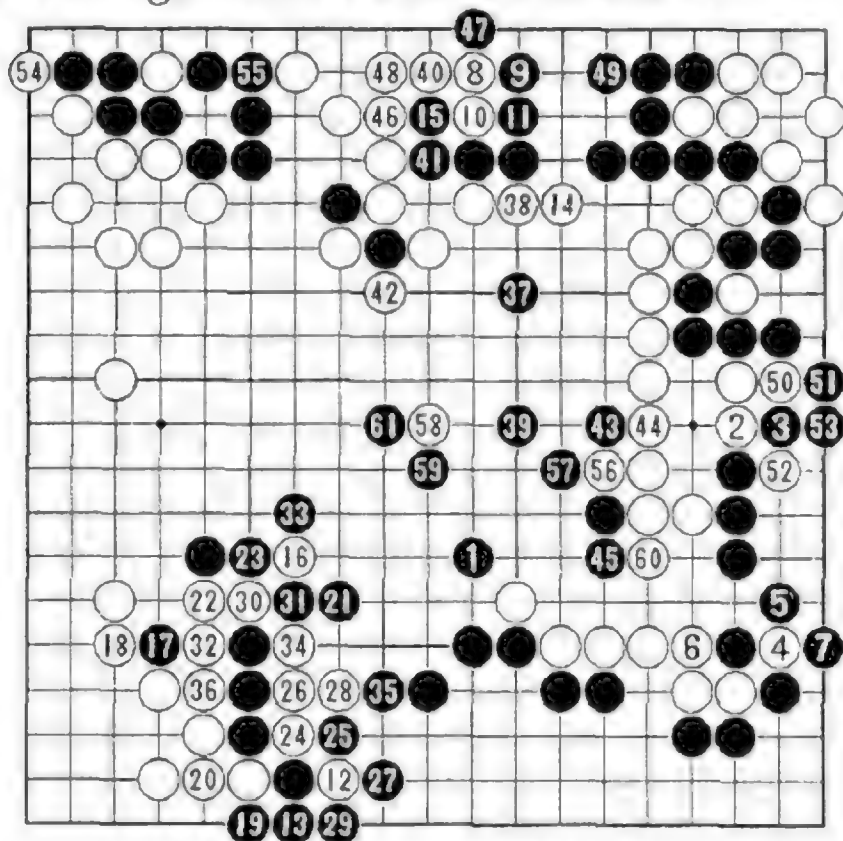


Figure 5 (101-161)

Figure 5 (101-161). The game is even.

Finally, White came back to clamp with 12 and captured the three black stones with the sequence to 36. However, with 37 and 39, what had previous been White's thick central influence was suddenly neutralized and Black took territory in the center. The game

was now up for grabs and nobody would venture an opinion as to who was ahead.

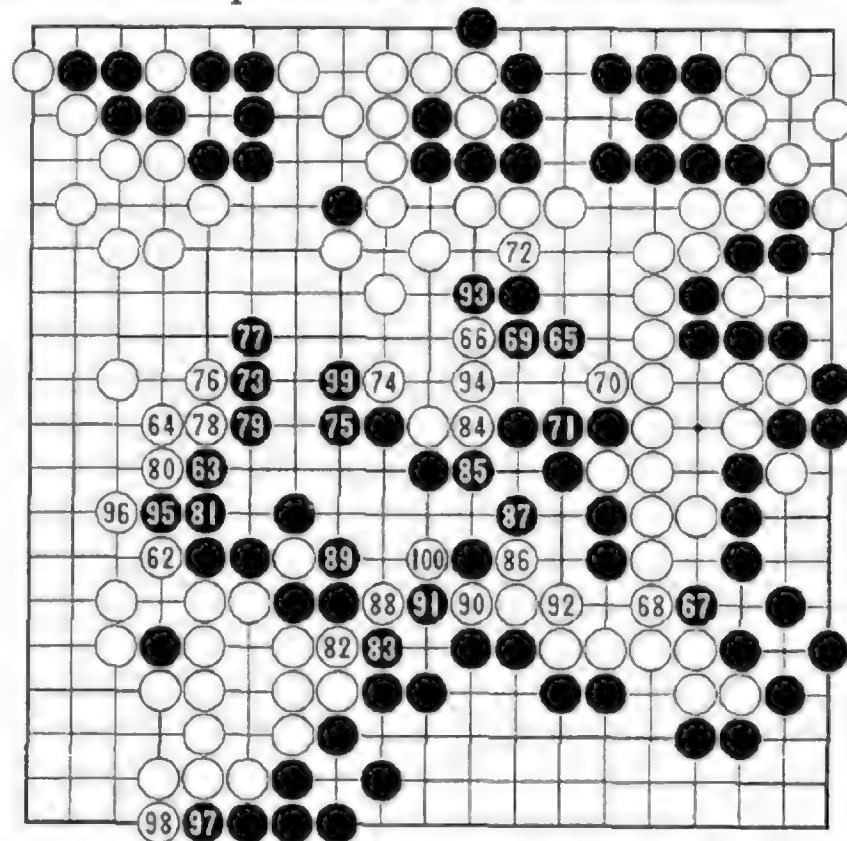


Figure 6 (162-200)

Figure 6 (162-200). The losing move

Black 99 was probably the losing move. If Chang had played this move at 100, he probably would have won.

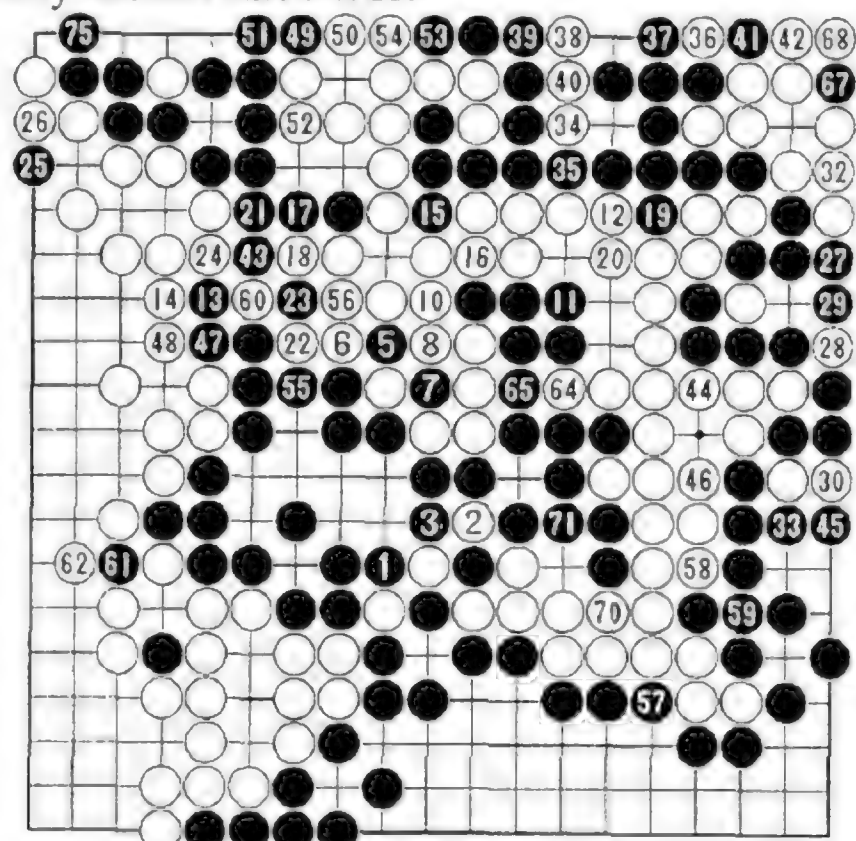


Figure 7 (201-275)

Figure 7 (201-275). White wins by 1 1/2 points.

Lee and Chang are about the same age (23 and 21) and they seem to be destined to become rivals. They both grew up in an environment similar to the Kitani 'dojo' of 30 years ago where the young players were studying intensely every day. Kitani's school produced some of today's great players, including Kato Masao, Takemiya Masaki, Kobayashi Koichi, and Cho Chikun. The same seems to be happening in China and Korea today, and Lee's and Chang's compatriots will probably be the dominant players in the future.

The 22nd Kisei Title Match

Yoda Norimoto vs. Cho Chikun



Cho Chikun and Yoda Norimoto facing off in the Kisei title match

With Cho Chikun tenaciously holding on to the top three titles, the big questions in the Japanese go world are who is there in the wings to dislodge him and who are the players who will dominate the top titles in the post-Cho era. The older generation of title holders such as Rin Kaiho and Otake Hideo, who are in their mid-fifties, are past their prime, while Kato Masao (51) and Kobayashi Koichi (45) seem to be fading.

Yoda Norimoto, who turned 32 on February 11, is one of the shining stars on the horizon. He presently holds the Gosei title and had previously held the Judan title for two consecutive terms.

This was the first time Yoda had challenged for a best-of-seven title where the games are held over two days and each player has eight hours thinking time. This makes the tension and psychological pressures a lot different from the one-day, five-hour games of the best-of-five title matches. Perhaps Cho's 28-match experience in these two-day title matches gave him an enormous edge.

Game One

White: Yoda Norimoto, Gosei

Black: Cho Chikun, Kisei

Time: 8 hours each; komi: 5 1/2 points

Played in Hong Kong on January 14 & 15, 1998.

Commentary by Yamada Kimio, Oza.

Figure 1 (1-15). A new move

At the pre-game ceremonies, Yoda said he wanted to get glimpses of a world he could see only by playing Cho. Cho obliged with a perplexing new move at Black 15.

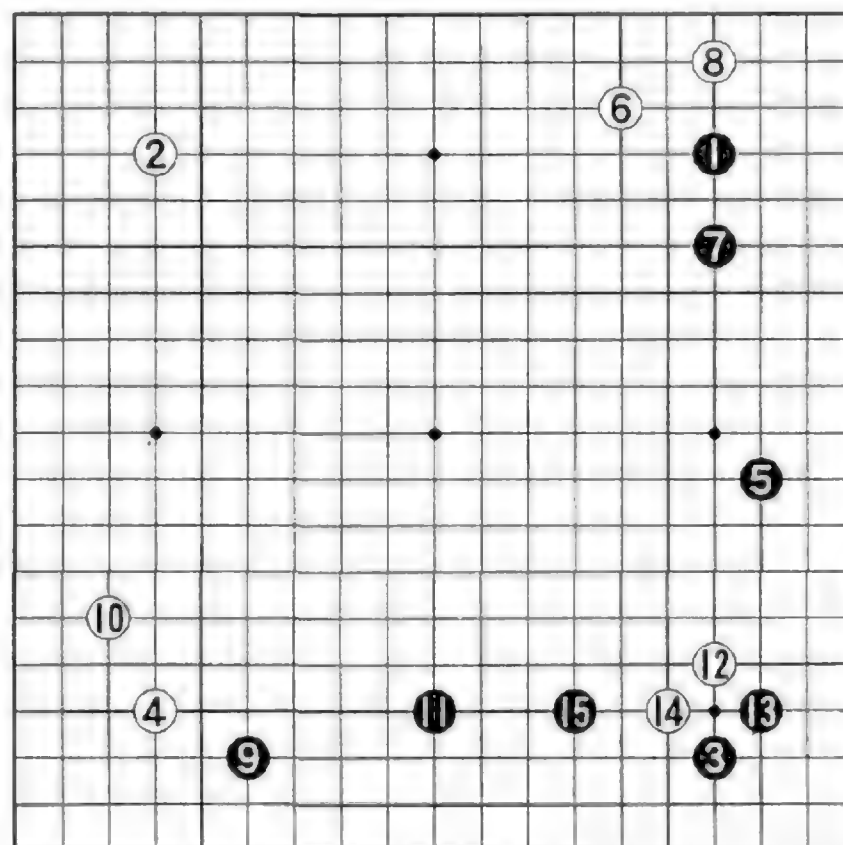


Figure 1 (1-15)

Figure 2 (16–44). *Questioned moves*

White 18 was questioned because it strengthened Black, but White 28 was good, and the whole sequence was consistent with Yoda's style. The real question may have been about White 32, which let Black play 33 before 35. I think White could have played 32 at 33.

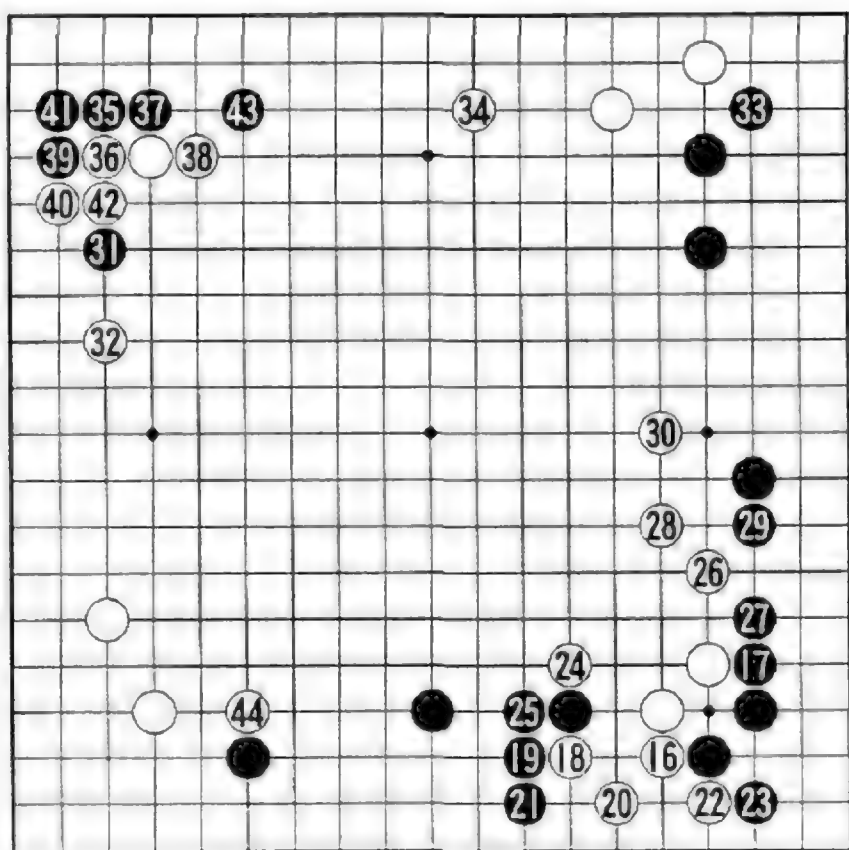


Figure 2 (16–44)

Figure 3 (45–60). *An obvious move*

Yoda said he should have played White 52 at A, but that the cut may not actually be forcing. Black 59 was necessary, since White 59 would have made White B sente, ending Black's chances for a ko in the corner. Cho sealed the obvious next move (C) to end the first day.

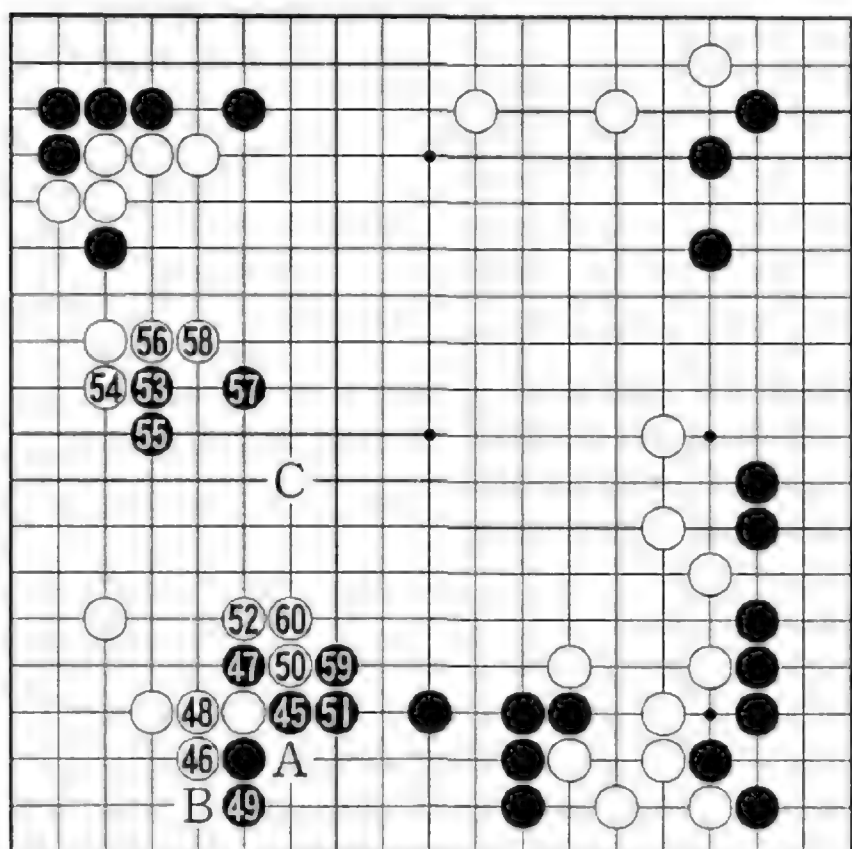


Figure 3 (45–60)

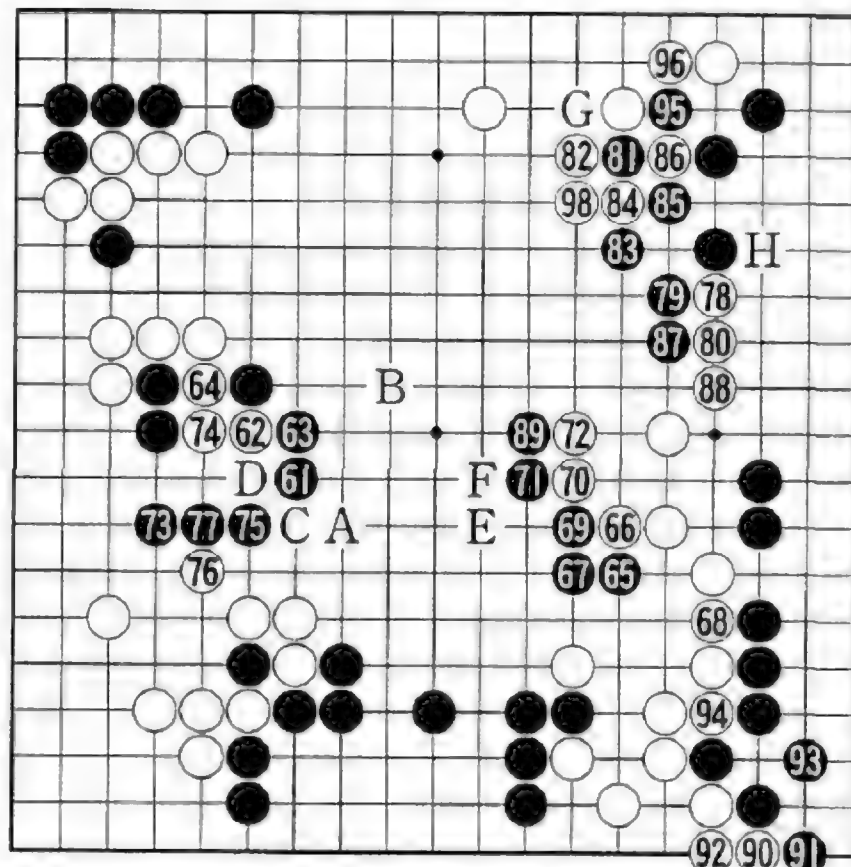
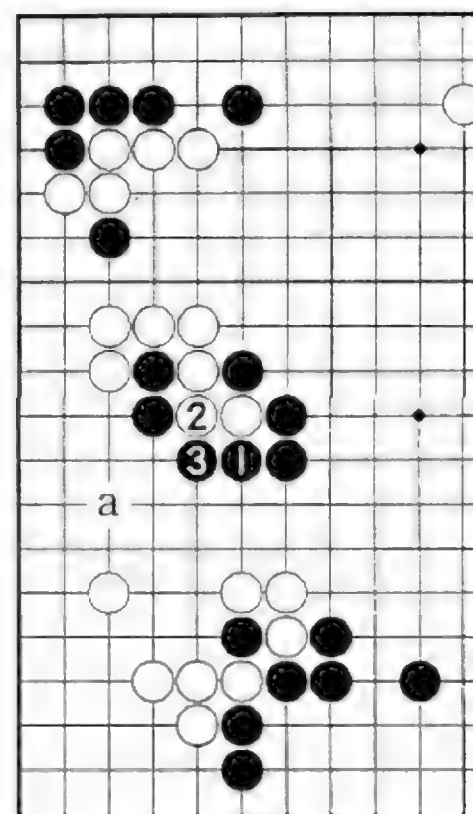


Figure 4 (61–98)

97: takes ko (at 81)

Figure 4 (61–98). *A good move*

Black 73 was unexpected and good. The expected moves were Black 1 and 3 in *Dia. 1*, which let White take the left-side territory with 'a'. The preceding sequence from Black 65 to 71 kept White from attacking with White A, Black B, White C, Black D, White E.



Dia. 1

Next, White had to play 78 to break up the right side. He could have traded White 89 for Black F first, but that trade is not necessarily profitable. The idea behind Black 81 was that if White answers at G, Black can descend at H without having to worry about White 84.

Figure 5 (97–113). *White gives in.*

I think White should have played a ko threat instead of giving in immediately at 98,

and later, I think he should have omitted White 106. Yoda's comment was that he should have played White 110 at 112, possibly followed by Black A, White 110, Black 111, and White B.

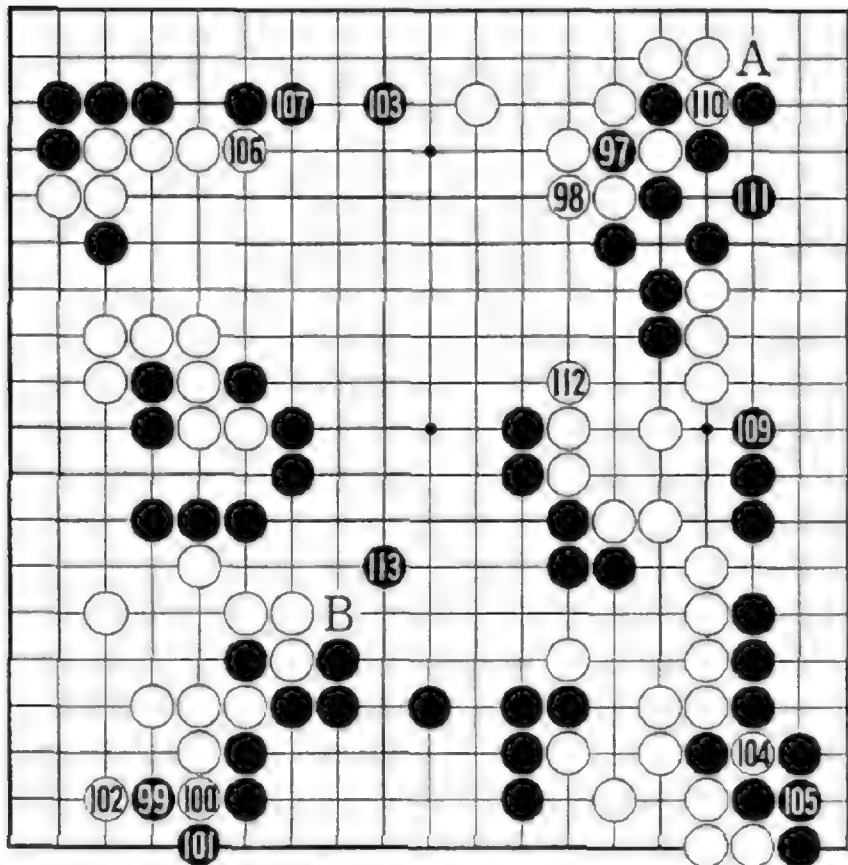


Figure 5 (97-113)
108: takes ko (right of 97)

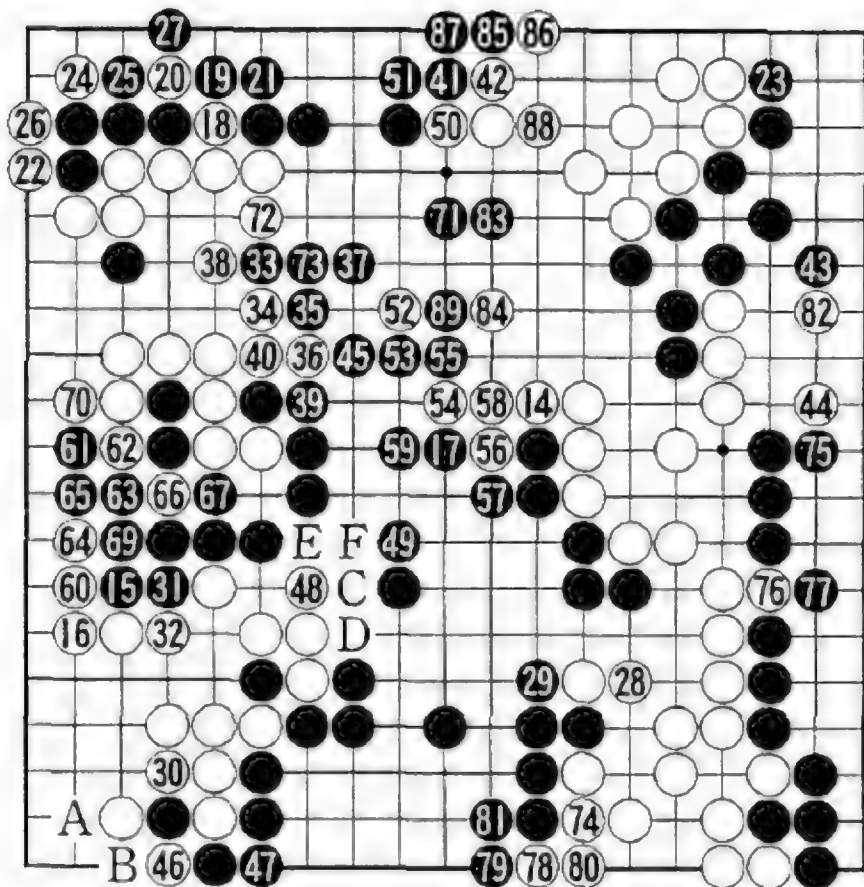


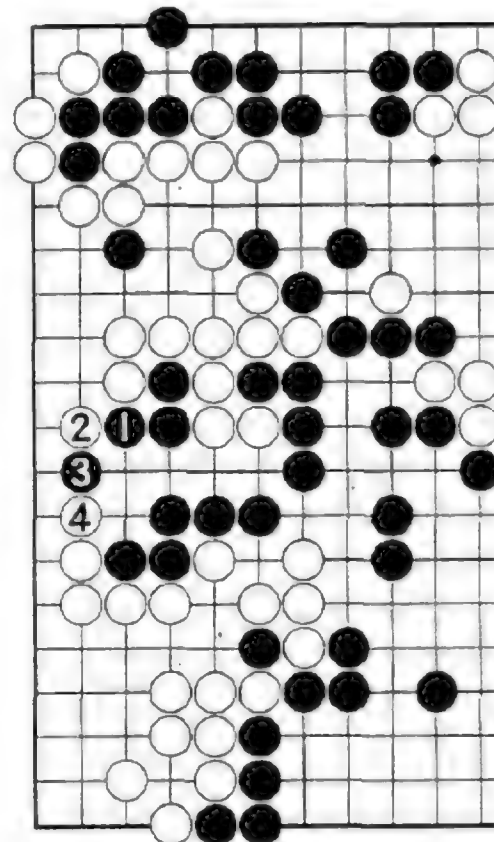
Figure 6 (114-189)
68: connects (above 66)

Figure 6 (114-189). Black clinches victory.

Despite the threat of Black A, White 30, Black B, and a ko, White should have played 31 before 16. Black 31 made White C ineffective, because of Black D, White E, and Black 48, followed by Black F. Black 61 was clever. If Black plays 1 in *Dia. 2*, White has 2 and 4.

White resigns after Black 189.

(Abridged from *Kido*, March 1998)



Dia. 2

Game Two

White: Cho Chikun, Kisei

Black: Yoda Norimoto, Gosei

Played on January 28 & 29, 1998.

Commentary by Kobayashi Satoru 9-dan.

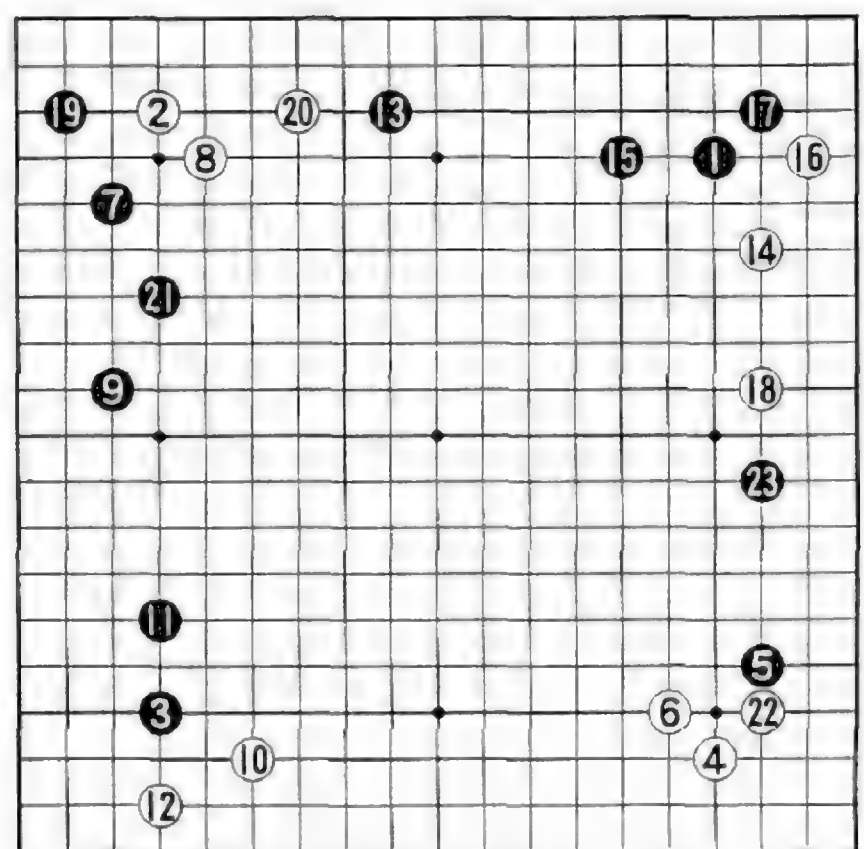


Figure 1 (1-23)

Figure 1 (1-23). Cho springs another surprise.

White 6 and 8 were surprising. Cho and Yoda play a lot of games with half-point finishes. These diagonal moves dig in for that kind of drawn-out struggle, but playing two of them is submissive. Cho probably won't try this opening again.

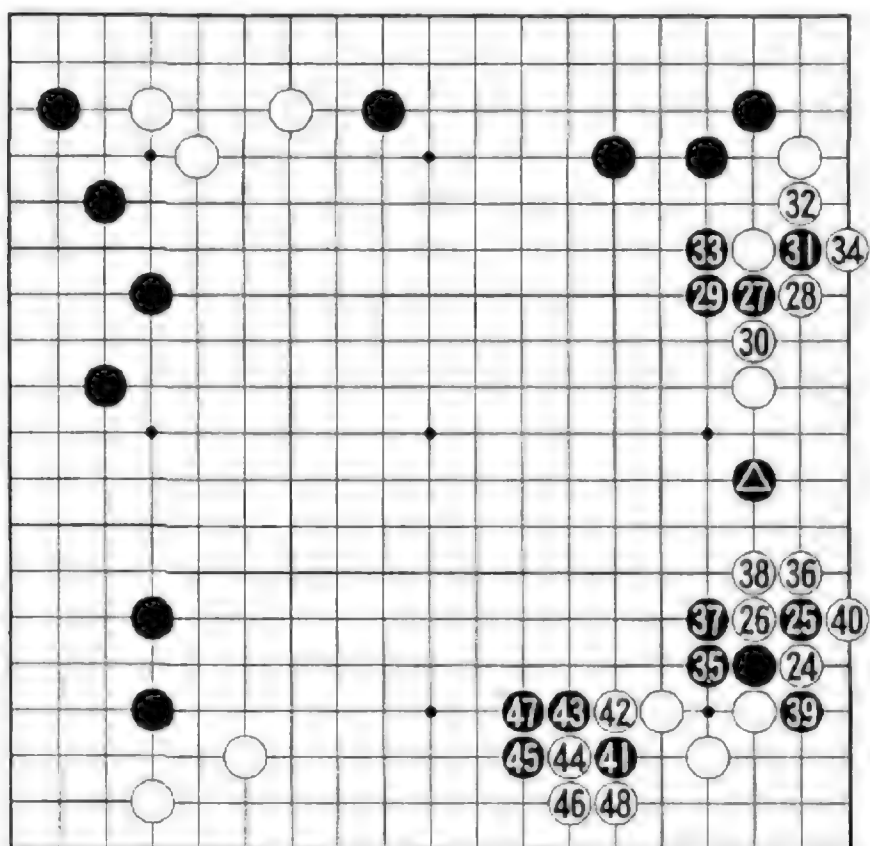


Figure 2 (24-48)

Figure 2 (24-48). *Black takes the lead.*

Yoda's handling of the right side left the marked stone awkwardly placed, but he was building up broad positions overall, ready to play either a territorial game or a framework game. When Yoda sealed the next move, I think he had the lead.

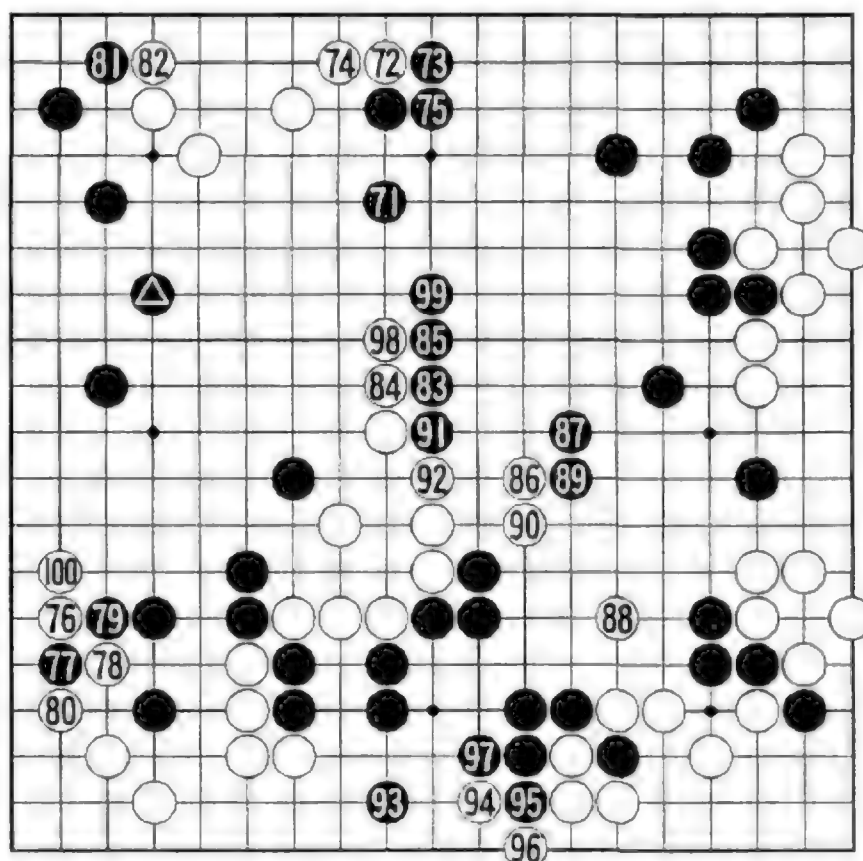


Figure 4 (71-100)

Figure 4 (71-100). *Black loses the lead.*

Dia. 1 is eight points better for Black than the actual game. *Dia. 2* also gives Black enough territory to win. By allowing White 72 and 74, Black wasted the strength of the marked stone. When he also allowed White 88, he lost the lead.

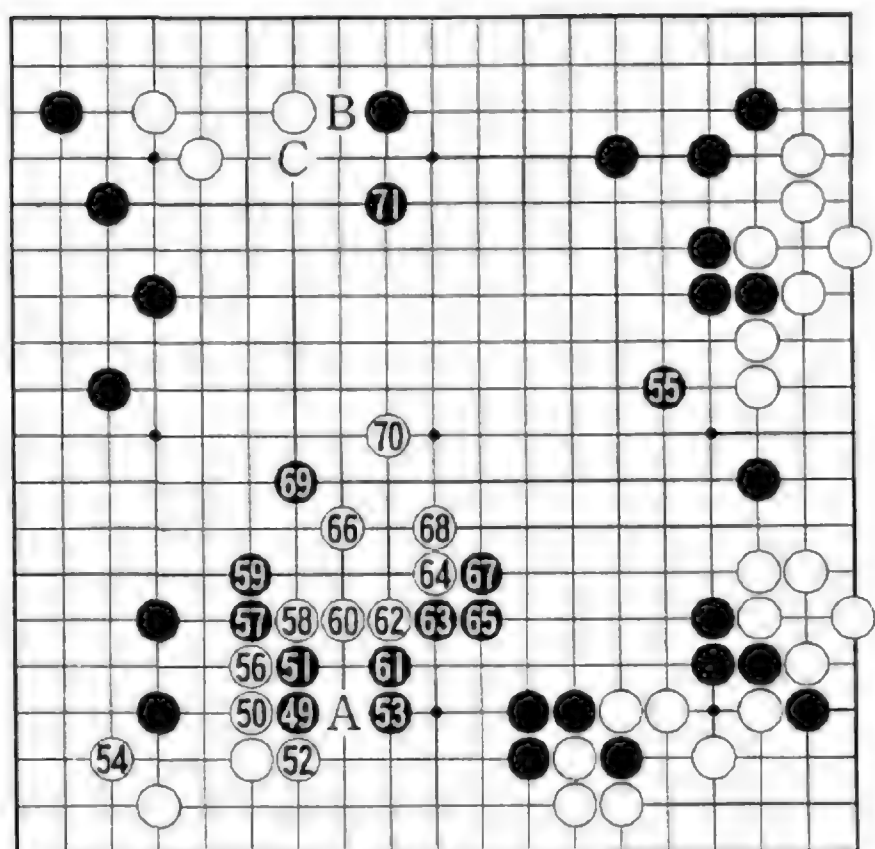
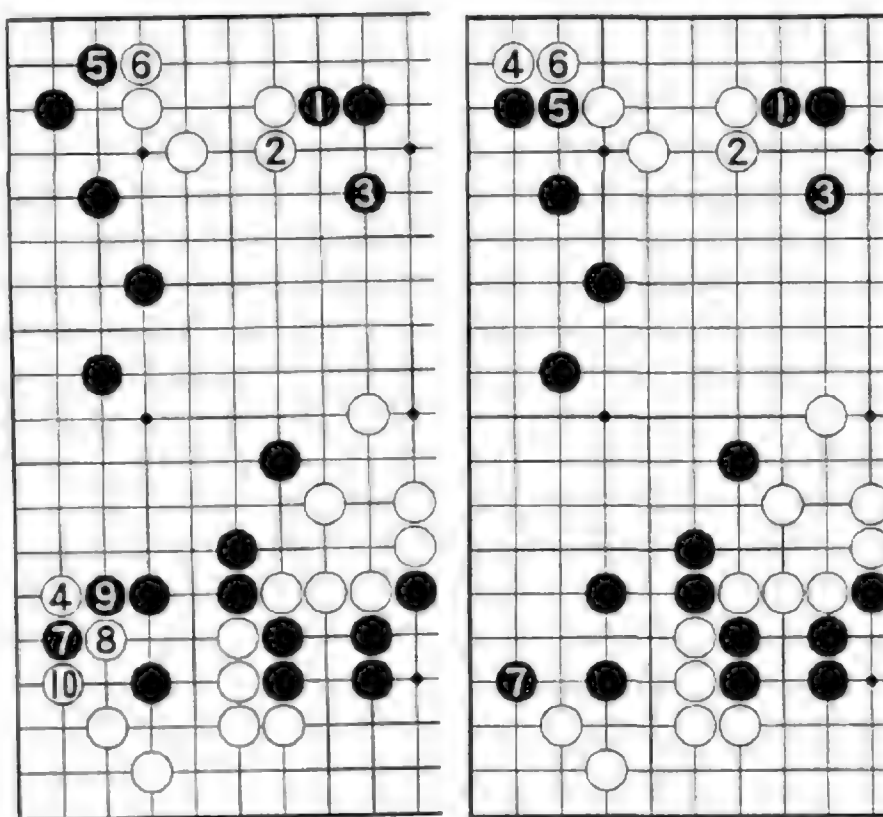


Figure 3 (49-71)

Figure 3 (49-71). *Black misses a move.*

Black played 49 to keep White from playing A. The mystery is why Yoda failed to exchange Black B for White C before jumping to Black 71. Anyone's first impulse would be to play Black B. Yoda himself would probably have played there in a one-day game and might have won.



Dia. 1

Dia. 2

Figure 5 (101-122). *White plays perfectly.*

Black could have saved the stone on the right side by playing 3 at 4, or by ignoring White 8, but I doubt that he could have won that way. White played perfectly from 72 in *Figure 4* to the end of the game. Cho deserves more recognition than he gets. Few players could have beaten Yoda in this game. Without the inspiration of stars like Go Seigen, Sakata,

Rin, and Cho, Japanese go would be half a stone weaker than it is now. We've already fallen behind Korea, so you can imagine where that half stone would put us.

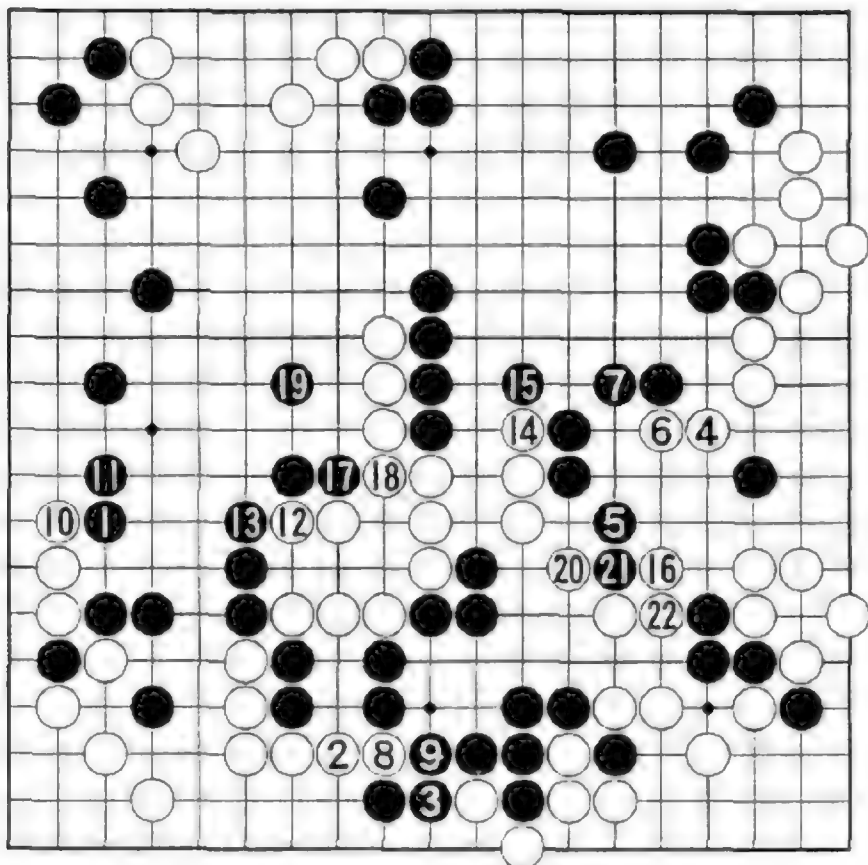


Figure 5 (101-122)

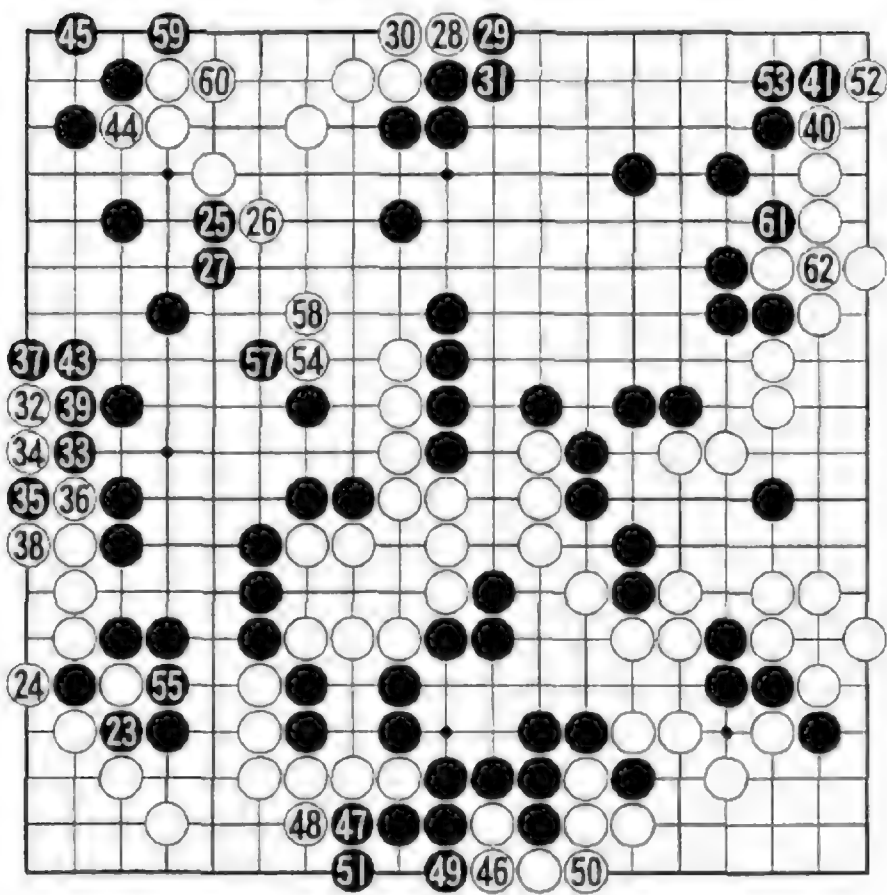


Figure 6 (123-162)
42: connects (at 35);
56: connects (right of 24)

Figure 6 (123-162), Figure 7 (163-222)
White wins by 3 1/2 points.
(Abridged from Kido, March 1998)

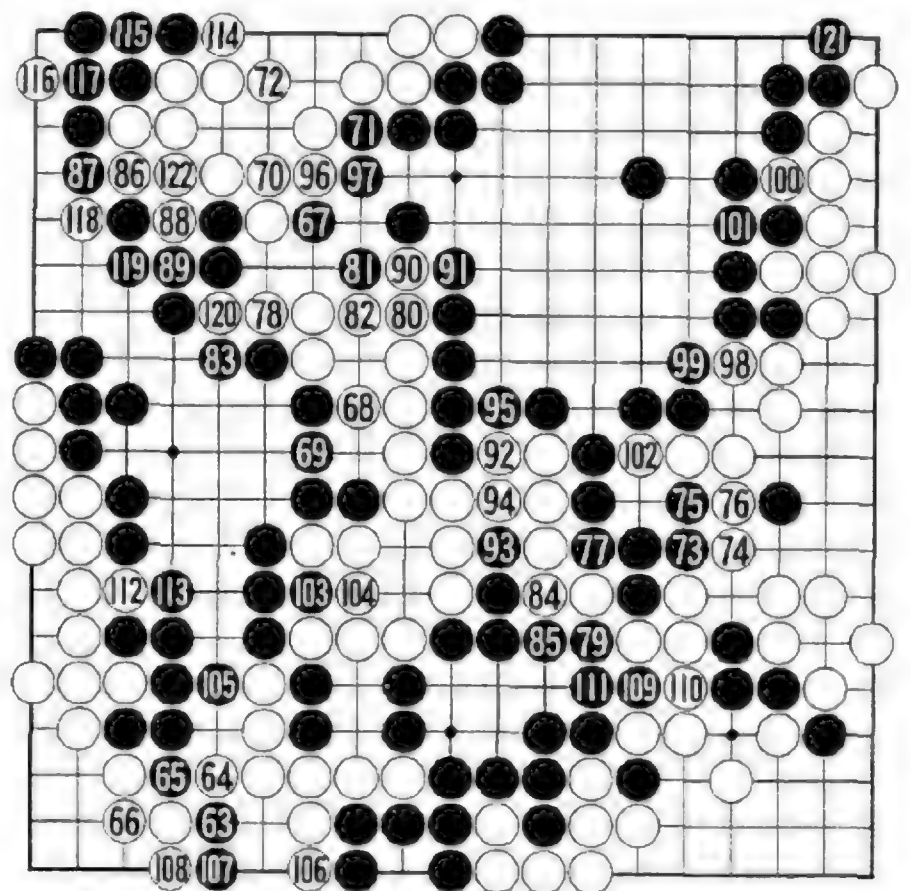


Figure 7 (163-222)

Game Three

White: Yoda Norimoto, Gosei
Black: Cho Chikun, Kisei
Played on February 4 & 5, 1998.
Commentary by Ryu Shikun 7-dan.

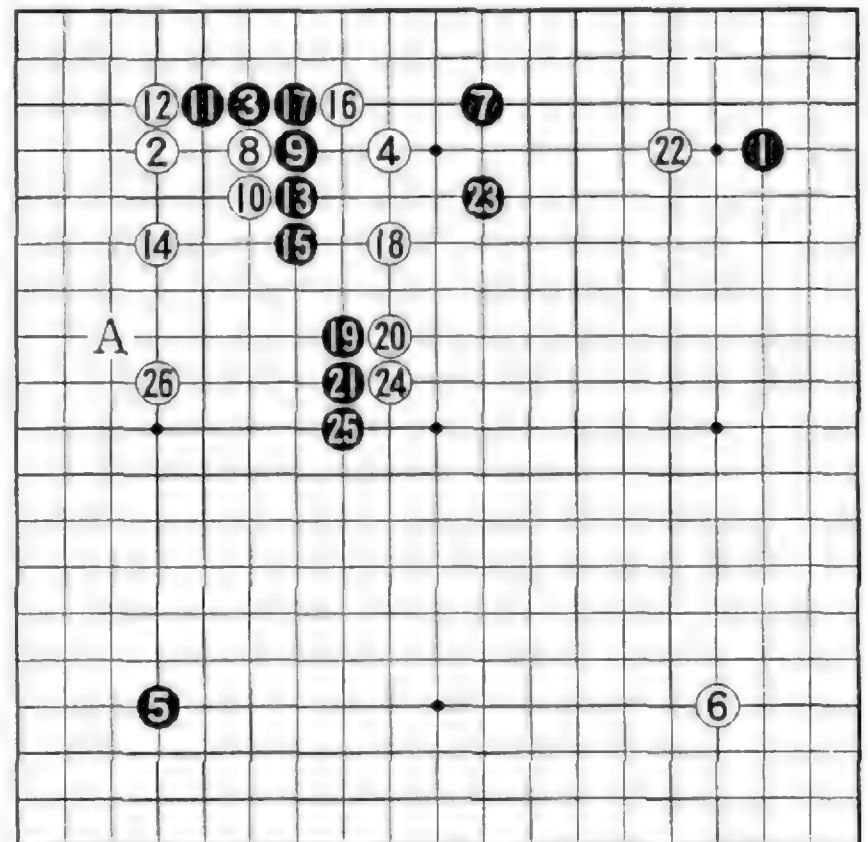


Figure 1 (1-26)

Figure 1 (1-26). An aggressive opening

I like White's opening as far as 18, but not 20. Black 21 threatened Black A, which White played 26 to prevent, and now I like Black's position, until Black's next move.

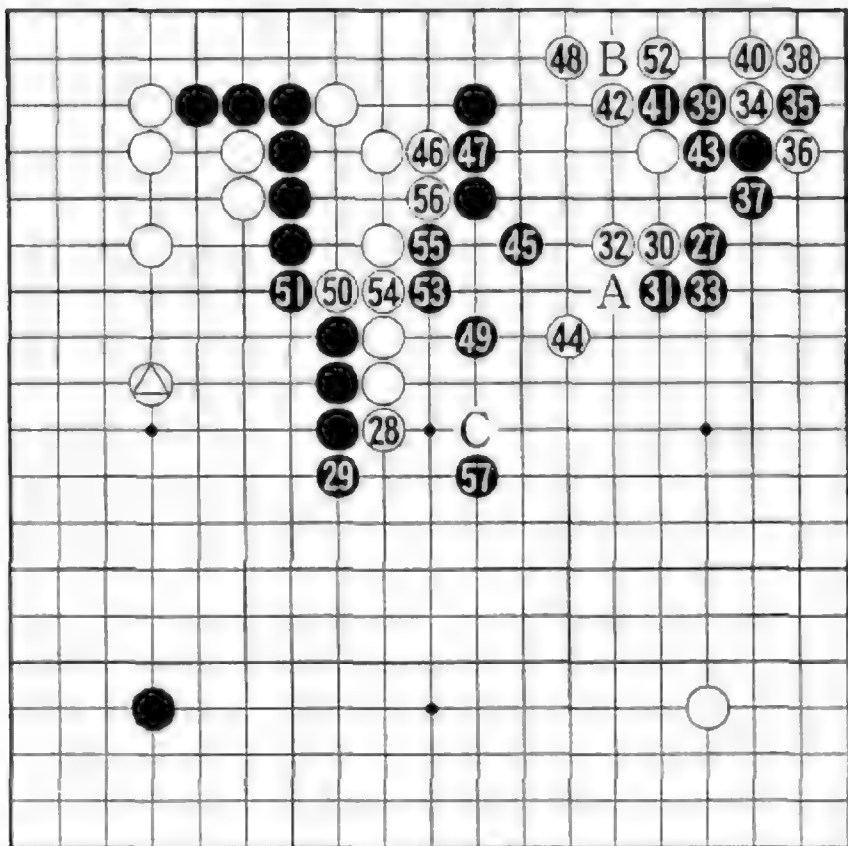


Figure 2 (27-57)

Figure 2 (27-57). *White gets the advantage.*

Black 27 invited trouble by pushing White toward Black's weak group. White found effective moves at 34, 36, and especially 48, which confounded both Black A and Black B. Black 57 would normally be played at C, but Cho may have decided that the normal move would lose.

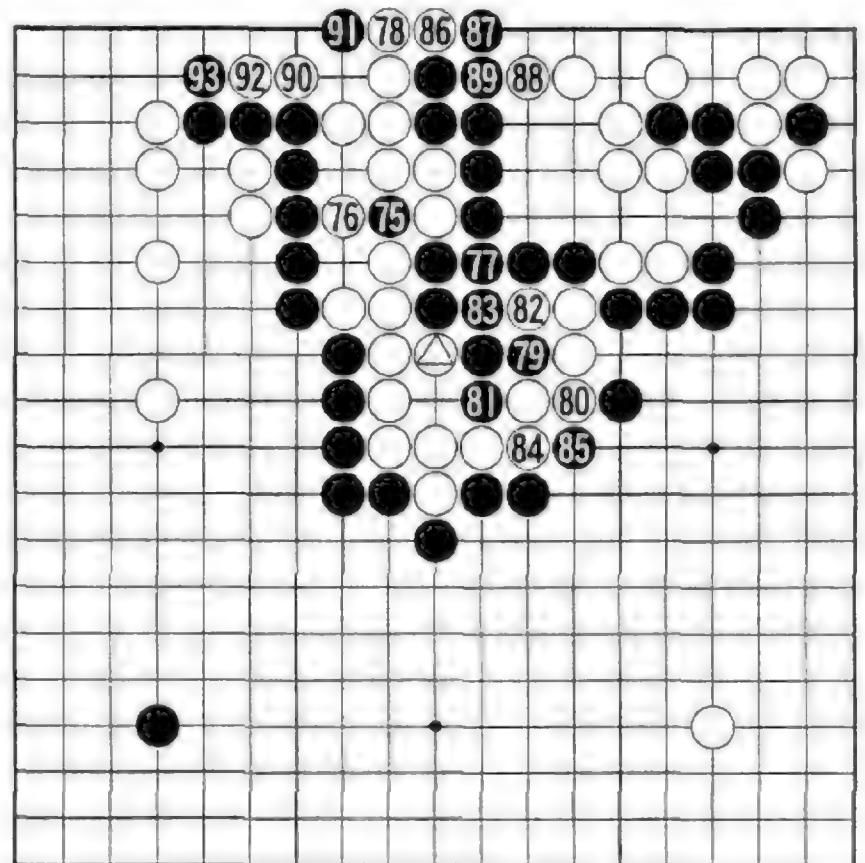


Figure 4 (75-93)

Figure 4 (75-93). *White resigns.*

Dia. 1 shows the correct sequence from White 1 to Black 22. If White next plays 'a', equivalent to the marked stone in *Figure 4*, Black plays 'b' and White loses. But if White plays 'c', Black 'b', White 'd', then Black is the loser. Black can continue at 'e', but the loss at the top is probably too big.

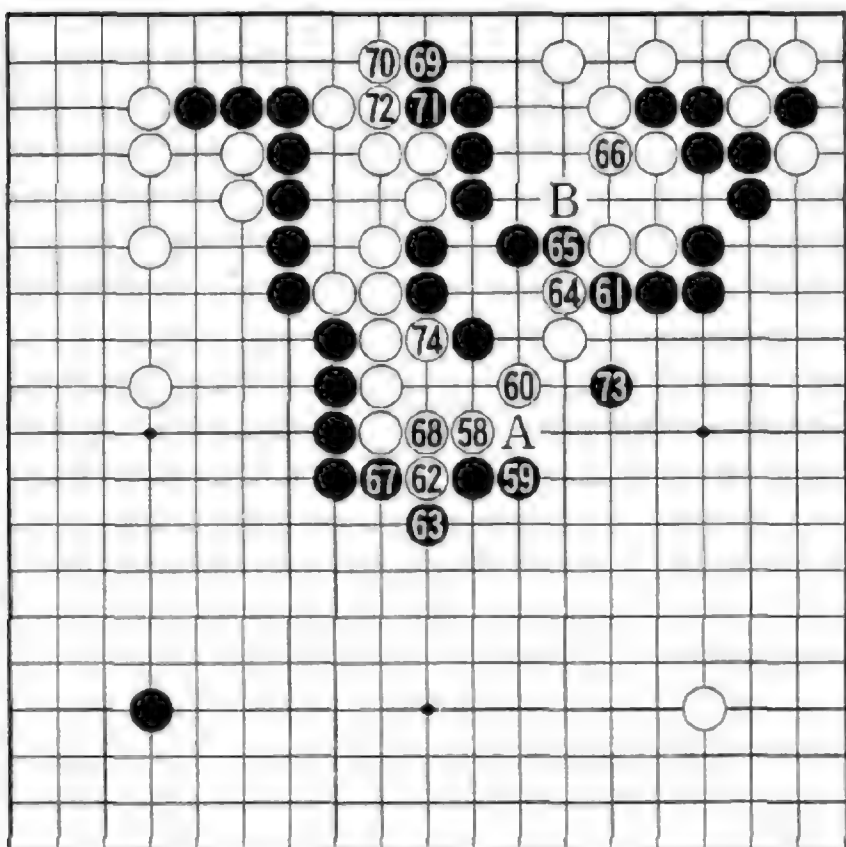
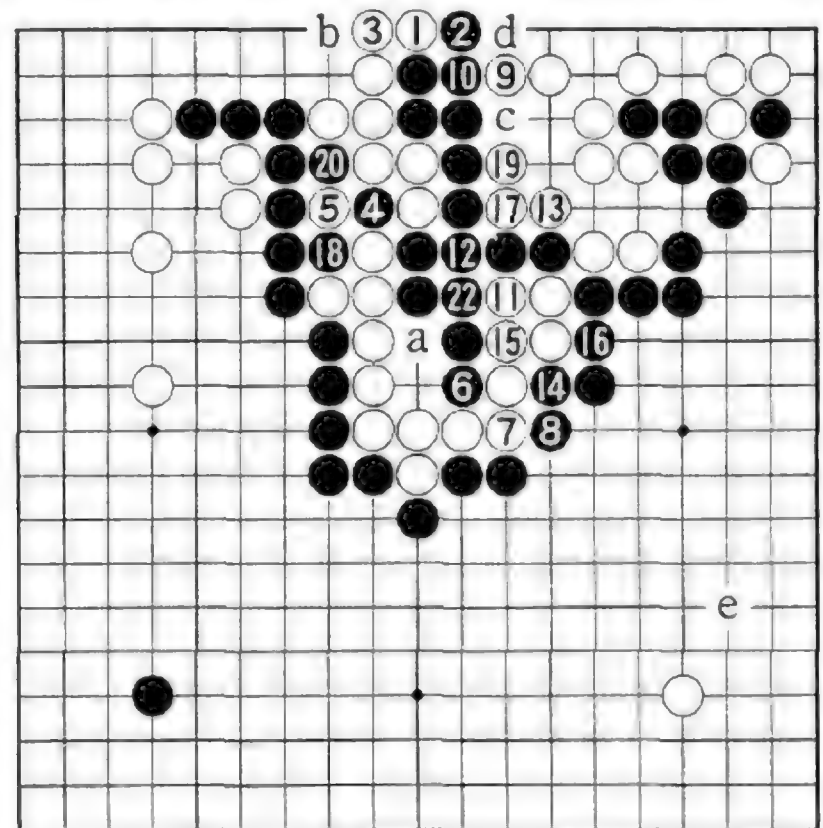


Figure 3 (58-74)

Figure 3 (58-74). *White blunders.*

Black 59 at A would lead to extremely difficult fighting, with who-knows-what outcome. Black 59 looked like the start of a major sacrifice. White played 66, instead of B, to make the sacrifice more costly, but then he lost the game with 74.



Dia. 1 21: connects (at 4)

White resigns after Black 93.

(Abridged from Kido, April 1998)

Game Four

White: Cho Chikun, Kisei

Black: Yoda Norimoto, Gosei

Played on February 18 & 19, 1998.

Commentary by Yamada Kimio, Oza

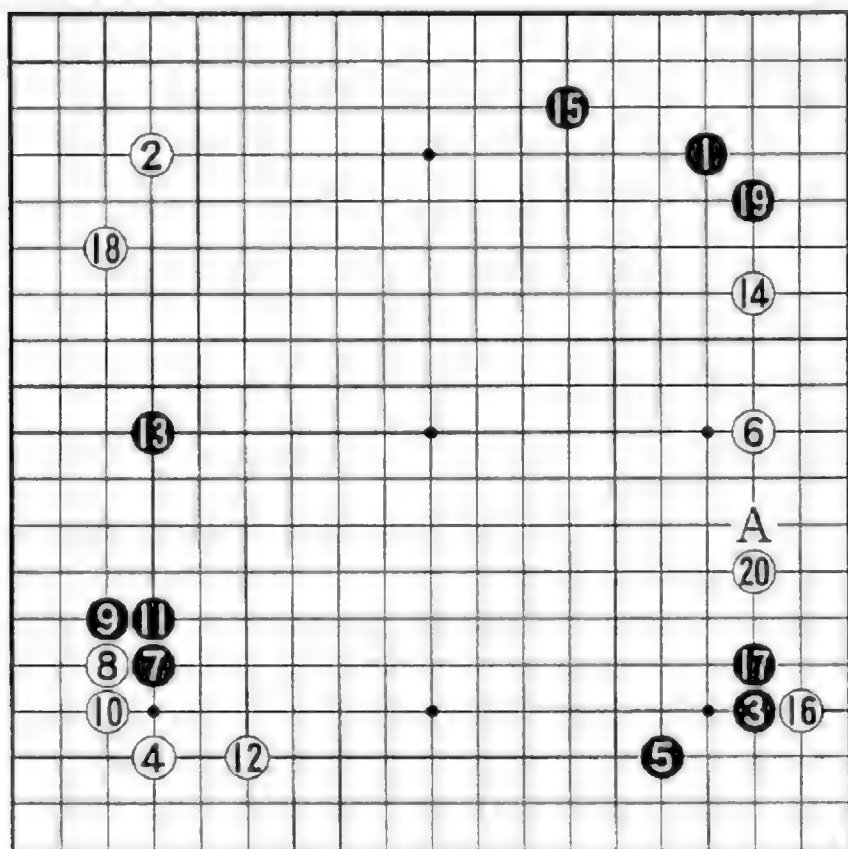
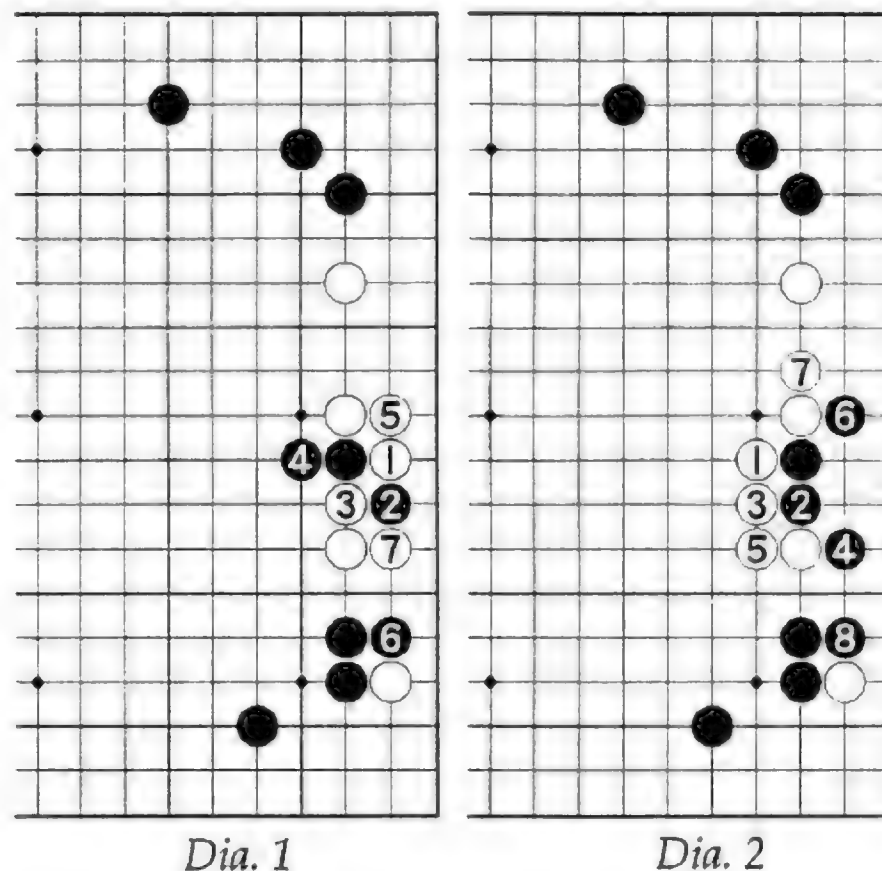


Figure 1 (1-20)

Figure 1 (1-20). A slow-paced start.

The 16-17 exchange reduced the value of a black extension to A. Even so, Black 17 is nearly always the best answer to White 16 early in the game.



Dia. 1

Dia. 2

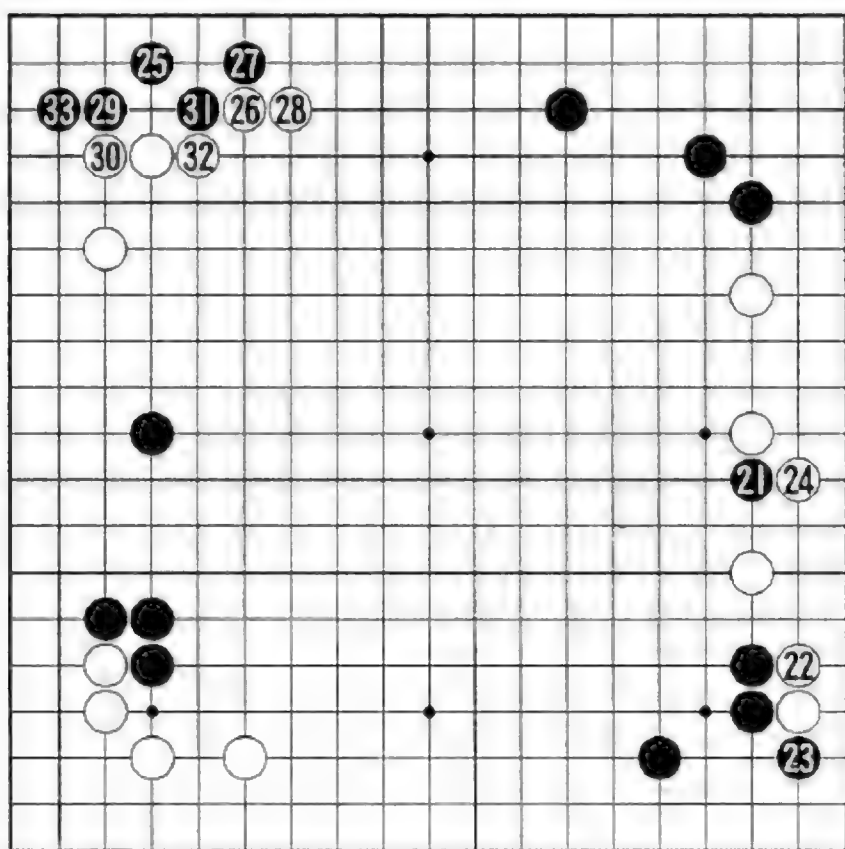


Figure 2 (21-33)

Figure 2 (21-33). Black invades.

Black played 21 in the hopes of getting to play Black 6 in *Dia. 1* in sente, or of linking up with Black 8 in *Dia. 2*. White 22 and 24 prevented this, so Black shifted to the top left.

Figure 3 (34-48). Bad shape is good.

White should have played 42 at 47, then extended at 45. Black 47 looks like bad shape (it surprised me), but besides preventing a white clamp at the right of 35, it was a powerful attack on White's eye-making resources.

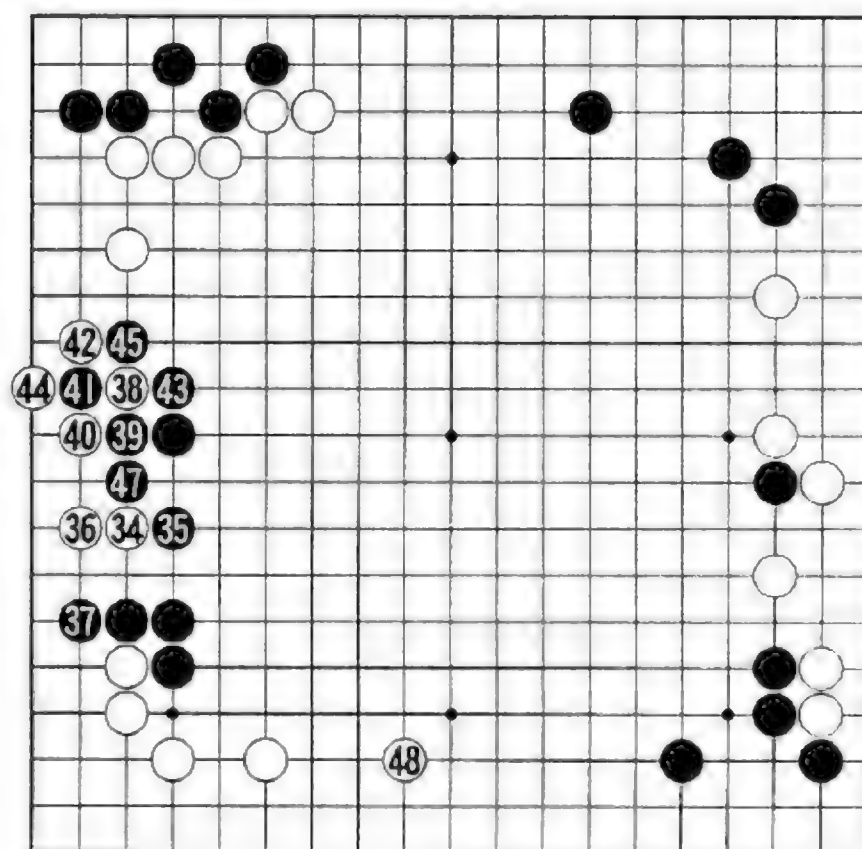


Figure 3 (34-48)



Yoda doesn't seem satisfied with his result in this match.

Game Five

White: Yoda Norimoto, Gosei
 Black: Cho Chikun, Kisei
 Played on February 25 & 26, 1998.
 Commentary by Kobayashi Satoru, 9-dan

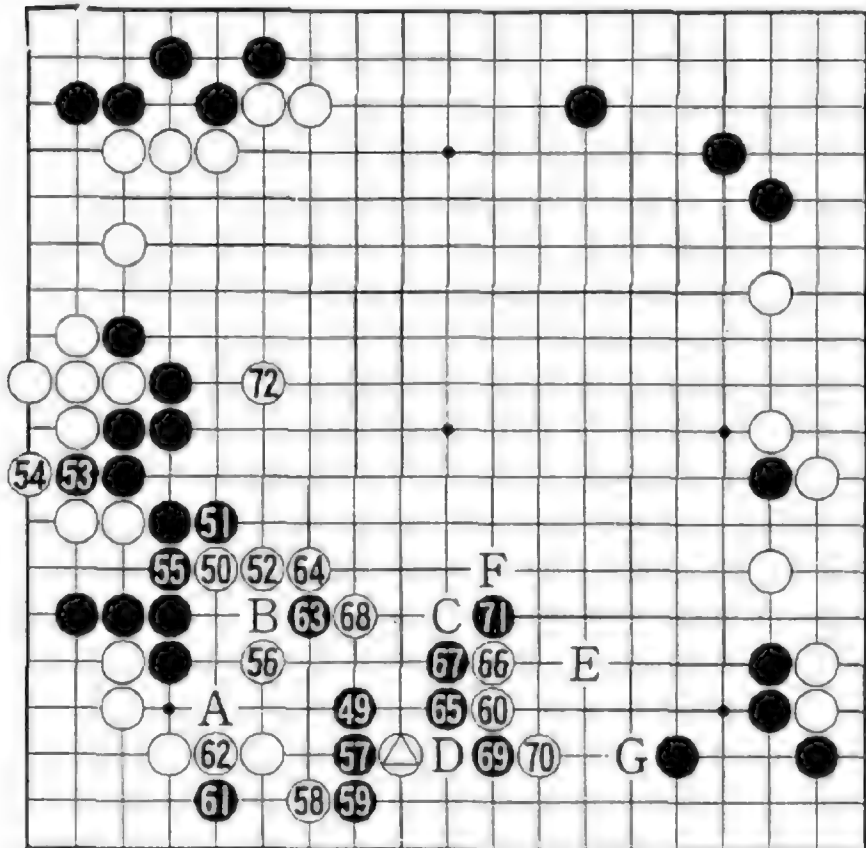


Figure 4 (49-72)

Figure 4 (49-72). *White's plight worsens.*

White 58 prevented Black A. Black 65 and 67 threatened Black B. White 72 attacked, but without much effect. I think White should have played C, Black D, White E, Black F, White G before starting to attack.

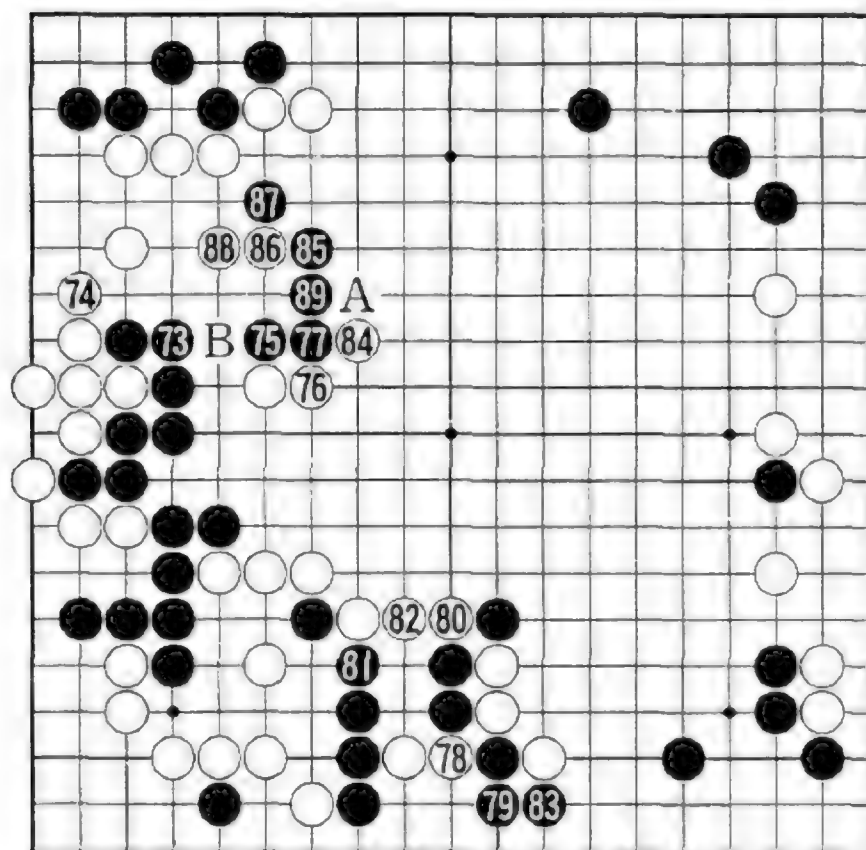


Figure 5 (73-89)

Figure 5 (73-89). *Sudden resignation*

Black had to be careful not to play 85 at A, else White B would win the game. White made a second try with 86 and 88, but to no avail. Considering White's various mistakes, one can excuse his surprisingly early resignation.

White resigns after Black 89.

(Abridged from Kido, April 1998)

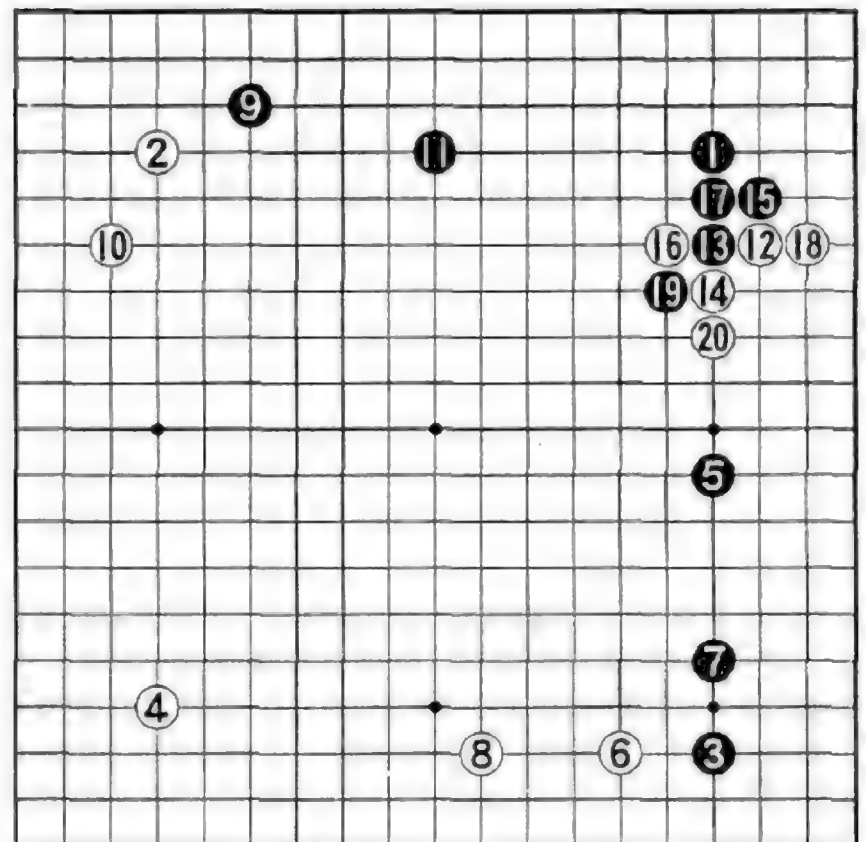


Figure 1 (1-20)

Figure 1 (1-20). *Unusual opening moves*

Yoda took an unusual approach to Black's high Chinese opening by playing White 6 and 8. Black 13 and 15 are also unusual in this opening, although Cho likes this joseki.

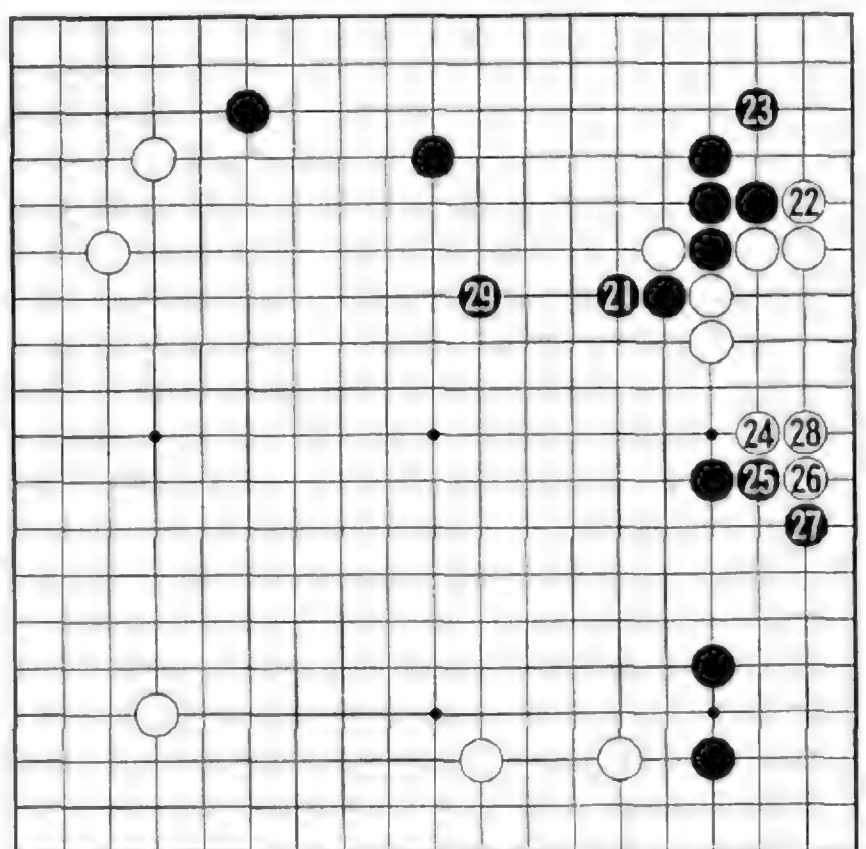
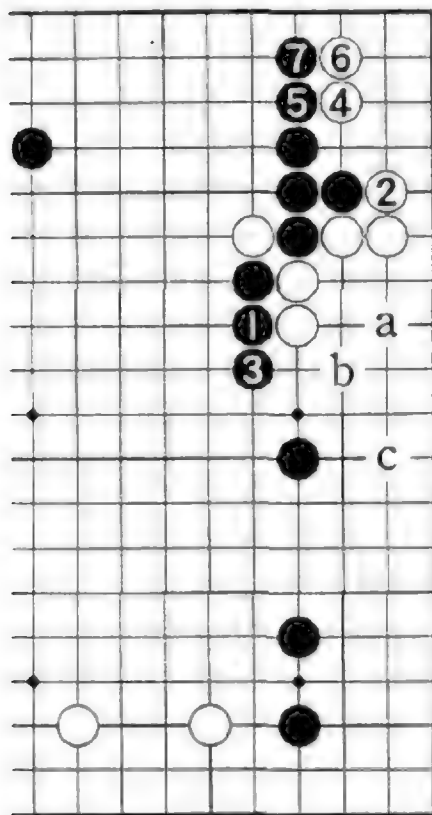


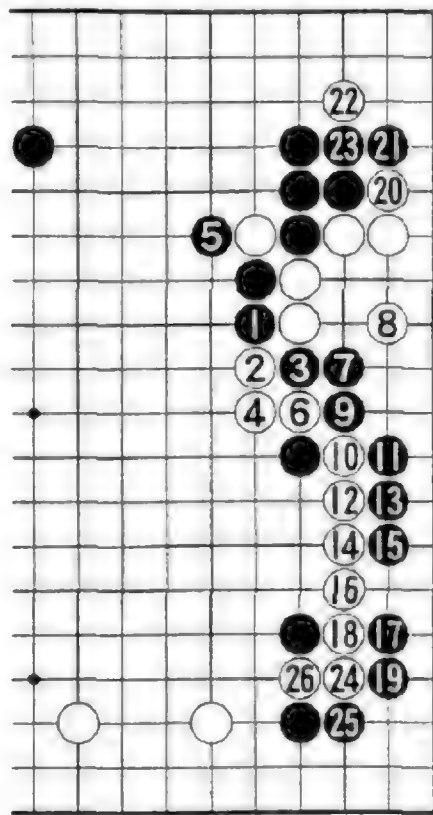
Figure 2 (21-29)

Figure 2 (21-29). *Black surrounds territory.*

Afterwards, Cho wished he had played Black 1 and 3 in Dia. 1, but White might have played 2 in Dia. 2. Black 1 at 5 in Dia. 2 may



Dia. 1



Dia. 2

actually have been the best move. Further on, I think Black should have played 29 as a one-point jump, one line higher and to the left.

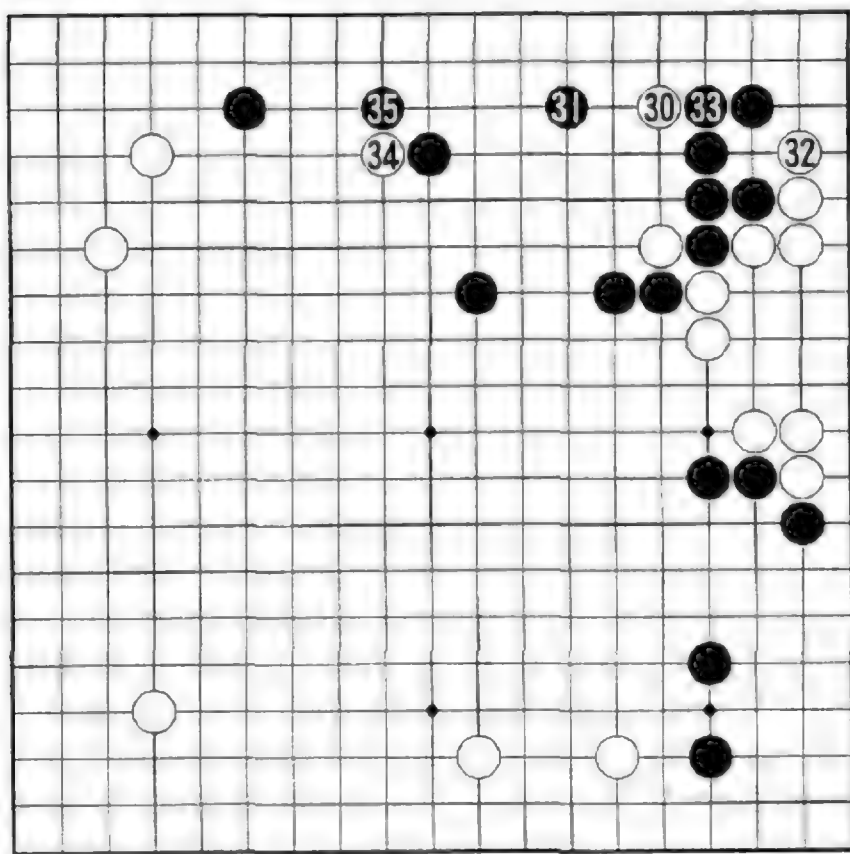


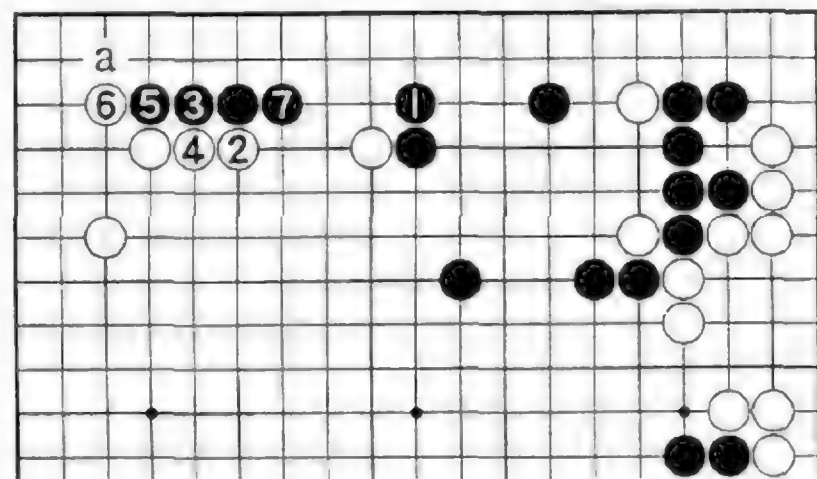
Figure 3 (30-35)

Figure 3 (30-35). Brilliant move (?)

White 32 dented Black's shape brilliantly, but it passed up a tantalizing chance to invade with a contact play at the left of Black 31. White 34 was the sealed move that ended the first day. Only Cho knows why he didn't secure a big territory by replying at 1 in Dia. 3.

Figure 4 (36-41). Desertion?

To the amateur players following the game, Black 37 appeared to desert the field of battle, but Black had to play this way. Professionals tended to question Black 41, but here too, I think Cho made the right choice.



Dia. 3

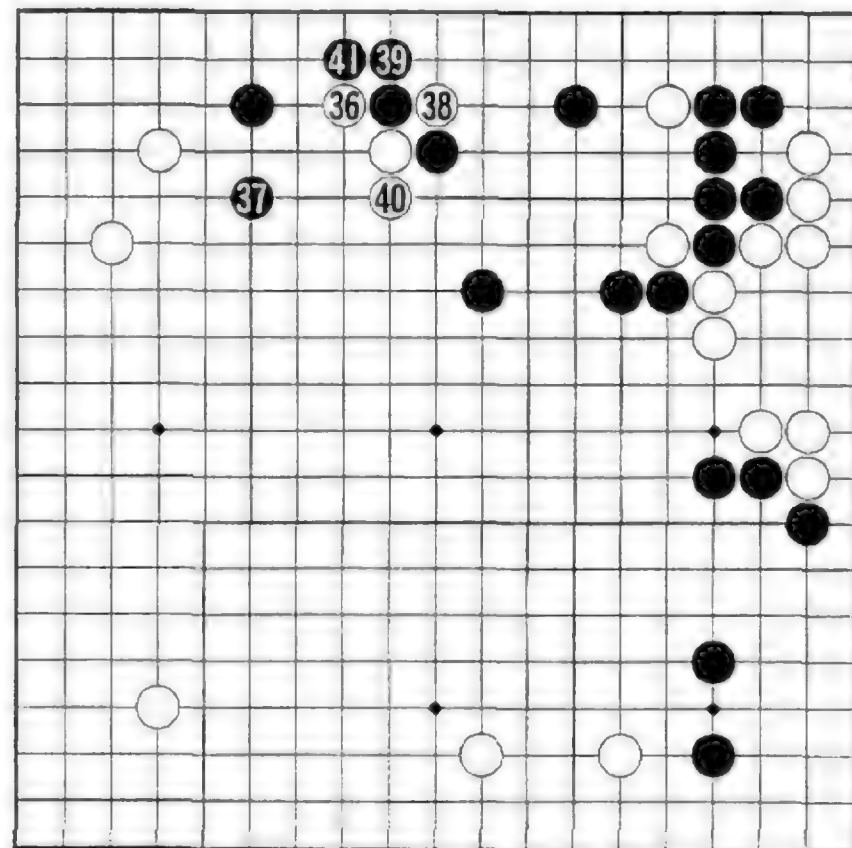


Figure 4 (36-41)

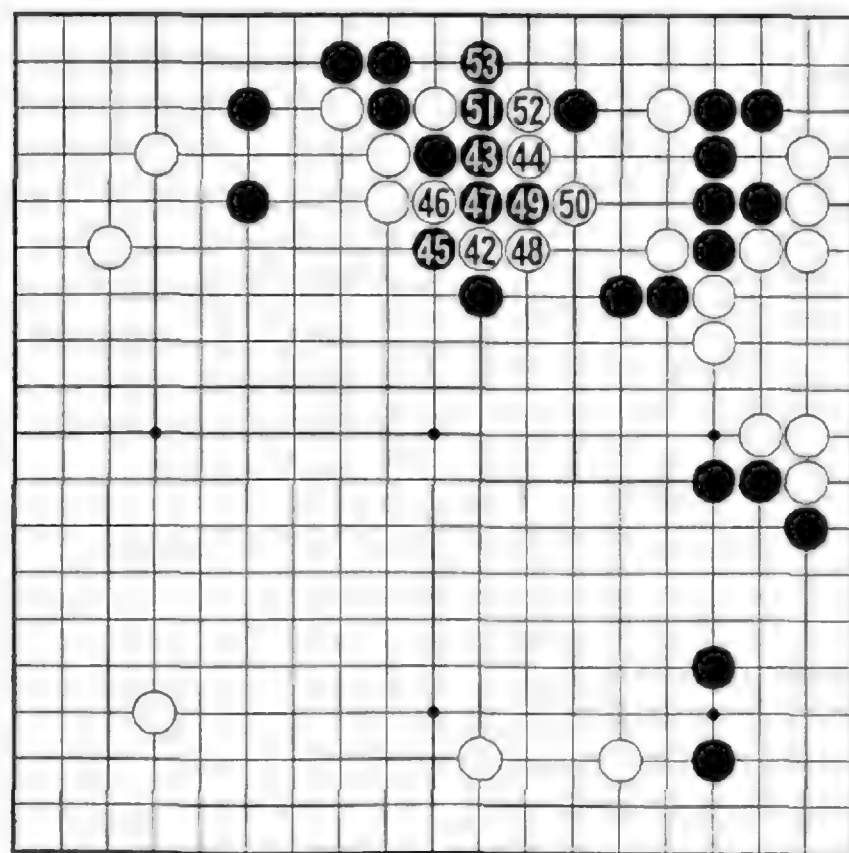


Figure 5 (42-53)

Figure 5 (42-53). Black loses patience.

At 45, Black's play started to become erratic. He should have played more patiently, at 52. Apparently letting White get away with

the forcing move at 44, after also letting White dent Black's shape in the top right corner, was too much for Cho to bear.

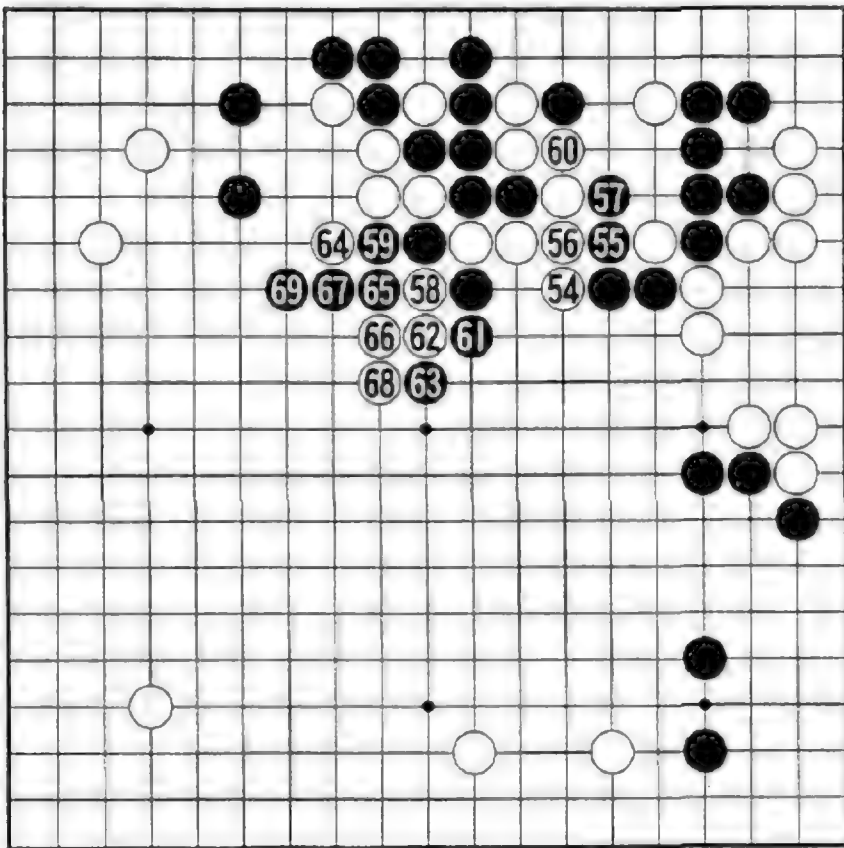


Figure 6 (54-69)

Figure 6 (54-69). *White senses victory.*

Black could have played 55 at 60, followed by White 55 and Black 58, but it was already too late for patience to bear fruit. Yoda may have sensed victory when he connected at White 60. He proceeded to finish the game off masterfully.

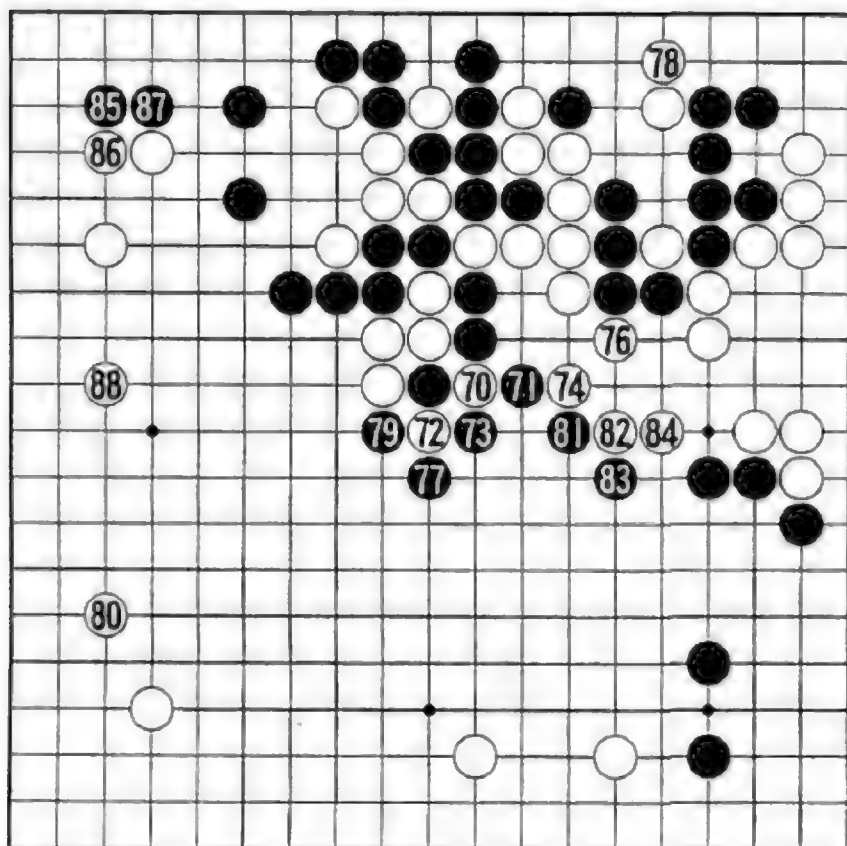
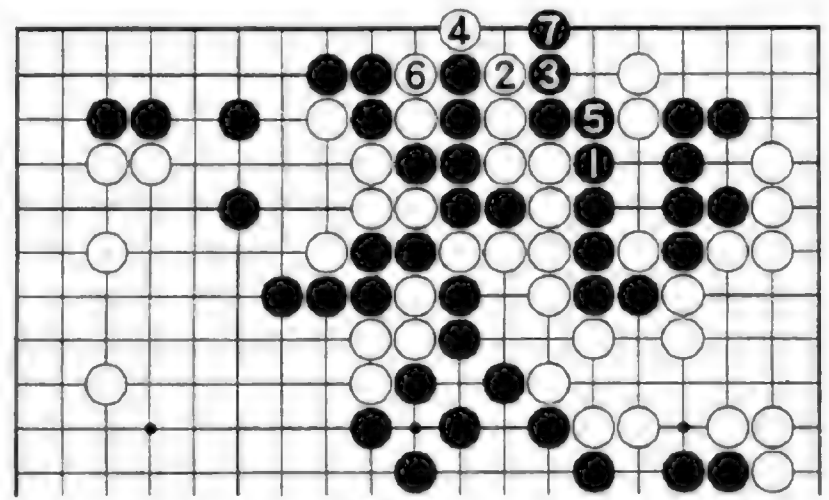


Figure 7 (70-88)

75: takes ko (left of 70)

Figure 7 (70-88). *Black's corner dies.*

For all practical purposes, White 78 killed the top right corner. Black can only live by playing 1 to 7 in *Dia. 4* and losing even more to the left.



Dia. 4

Figure 8 (89-114). *Going out with a flourish*

Black decided he had no hope of winning with 91 at 99, followed by White 92 and Black 94, so he played Black 91 and the rest to set the scene for an honorable resignation.

Black resigns after White 114.

(Abridged from Kido, April 1998)

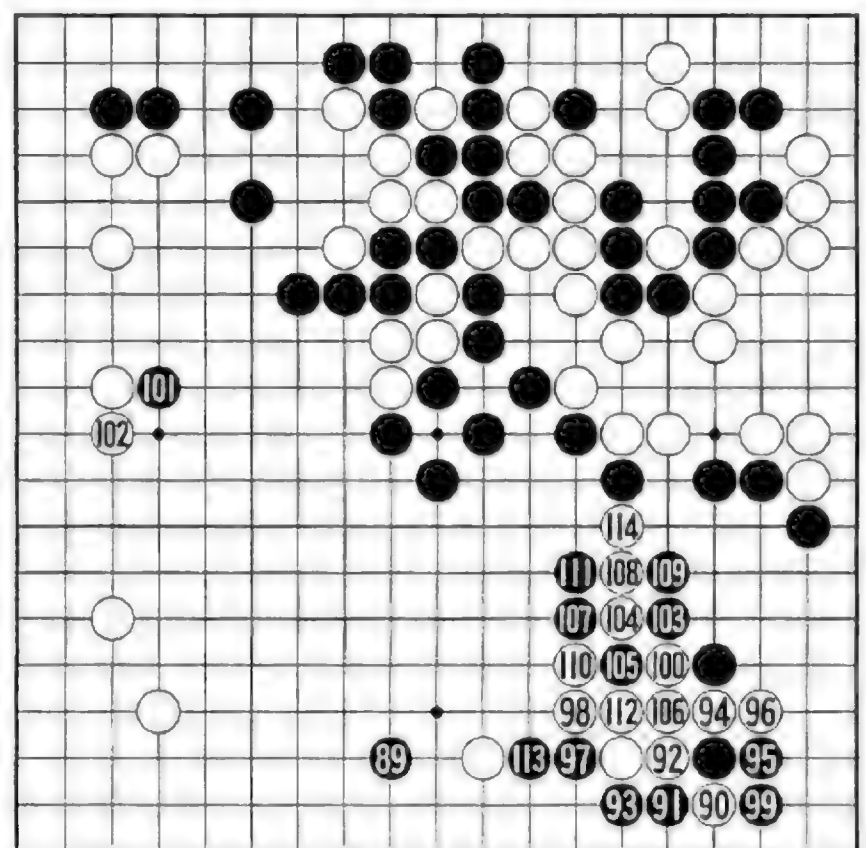


Figure 8 (89-114)

Game Six

White: Cho Chikun, Kisei

Black: Yoda Norimoto, Gosei

Played on March 11 & 12, 1998.

Commentary by Cho Chikun

Figure 1 (1-22). *One step ahead*

Since I rated my chances in this match at fifty-fifty, I never imagined that I would start out by winning the first three games. I let myself get too pleased about this, so then I lost the fourth and fifth games. In retrospect, the

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only reason for those two defeats was that I lost patience when things didn't go as hoped. What brought me down to earth was losing to Yoda in the NEC Cup. I'm glad for that defeat, because it enabled me to approach the sixth Kisei game with a patient attitude, without getting angry at myself.

Later, I heard people refer to this sixth game as a masterpiece, but I'm not satisfied with it. There's always something wrong with my games.

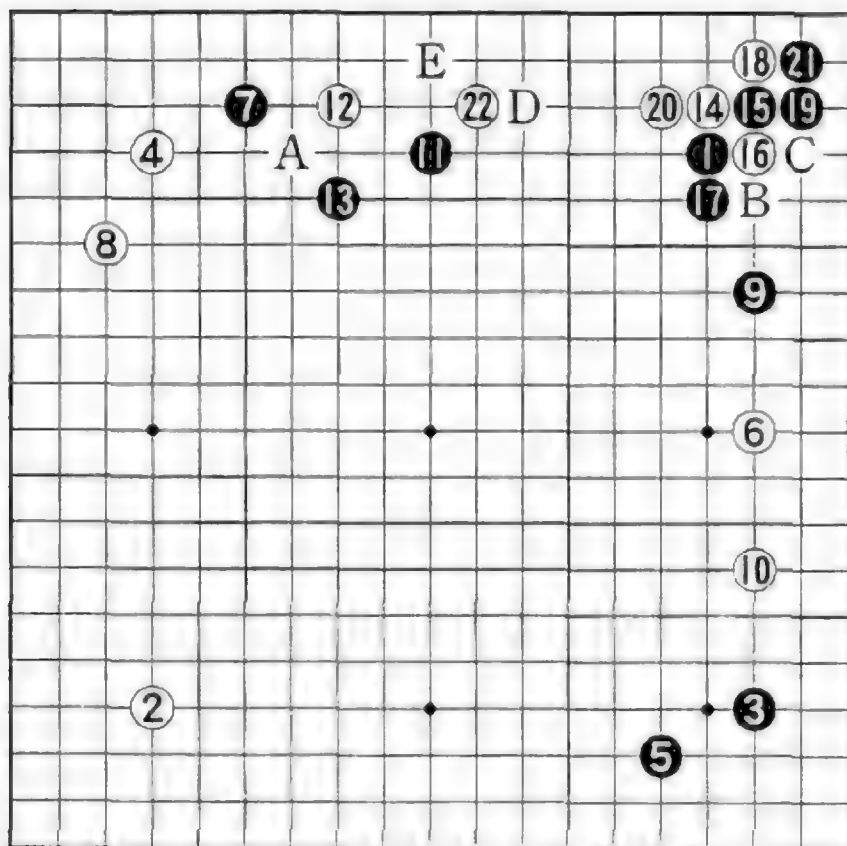
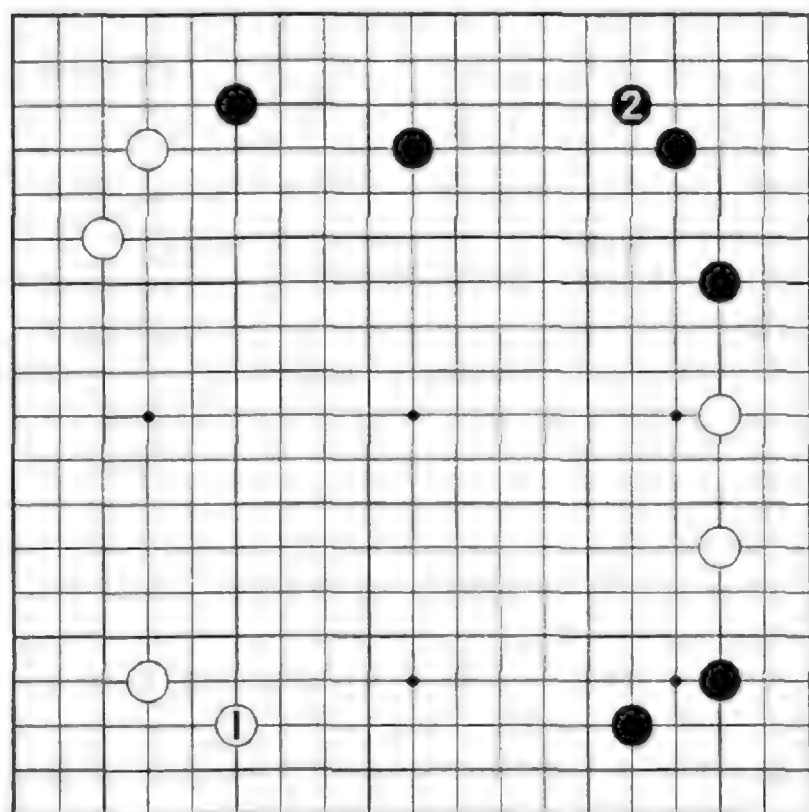


Figure 1 (1-22)

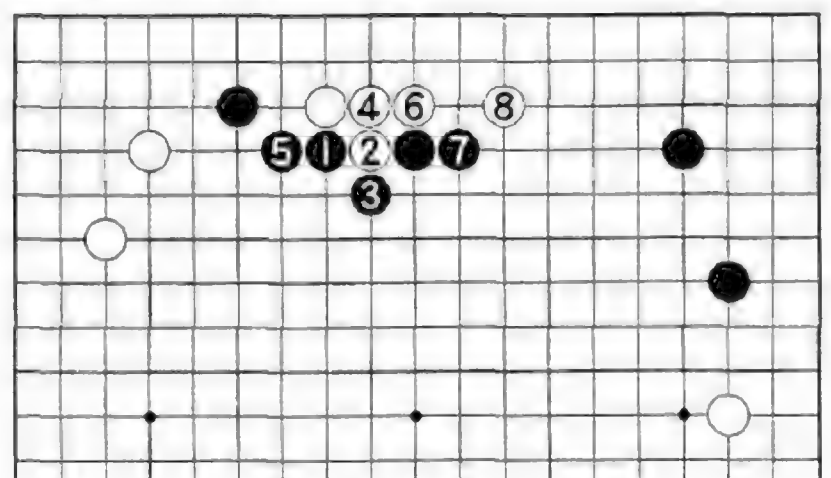
Blocking from the direction of Black 9 is a conceivable opening. Black is playing to strengthen his overall position by extending from his weak side, instead of from the stronger knight's enclosure, then playing Black 11. Yoda deserves credit for flexibility.



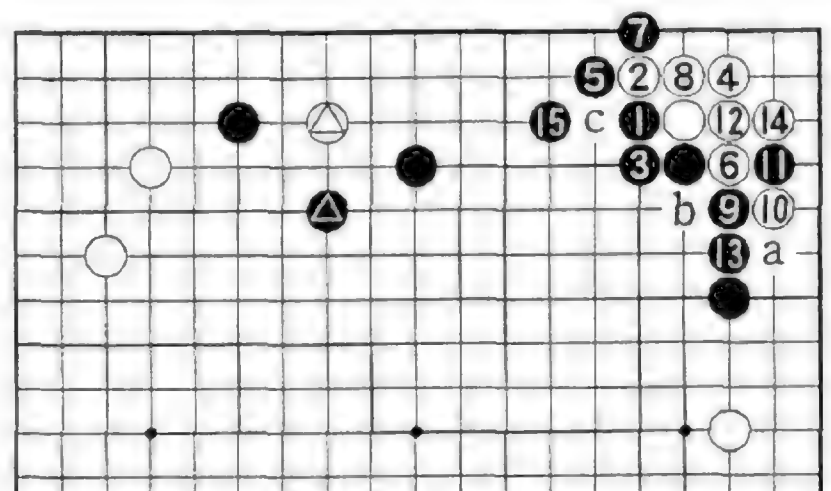
Dia. 1

Next, White 1 in *Dia. 1* was probably the normal move, but then the initiative seemed likely to pass to Black, after Black 2, for example. This was just a question of the mood of the game, not of the actual lead, but it was why I invaded immediately at White 12. If White combines this invasion with an attachment at 14 something will happen, something should come of it, and Black's counter-play is difficult.

I fully expected Black to reply lightly at 13. The attachment at 1 in *Dia. 2* and the sequence through White 8 are much too easygoing. Against Black 13, it's hard for White to play A. That would be falling in with Black's plans. I wanted to get one step ahead, so I made the attachment at White 14.



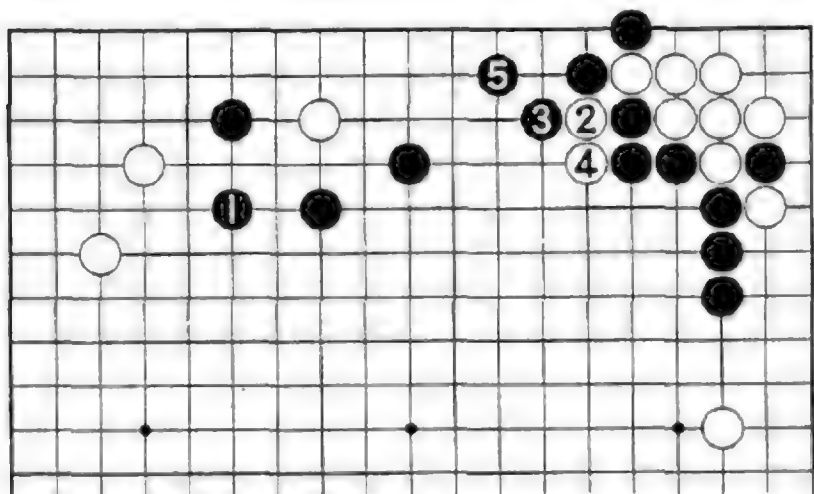
Dia. 2



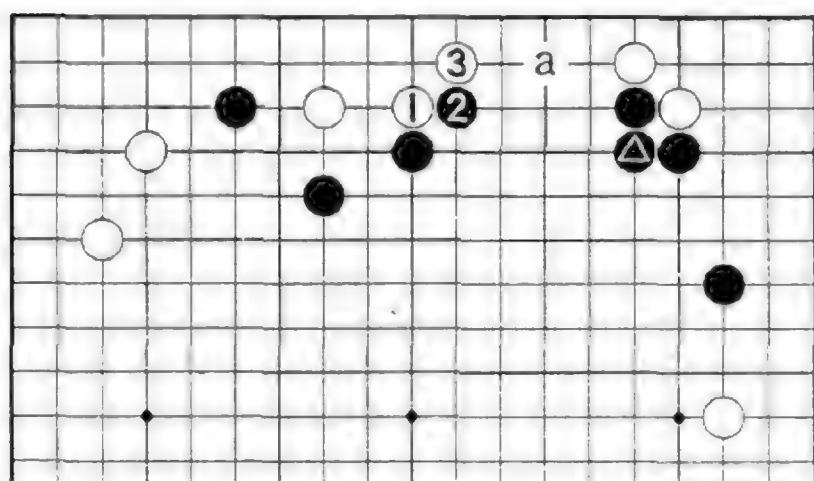
Dia. 3

Dia. 3 shows the variation in which Black plays the outside hane. If he plays 13 at 'a', White cuts at 'b' and 'c', and the ladder is in White's favor. Black therefore plays 13 and 15, but now the exchange of the marked stones works to White's advantage. Black would like to play 1 in *Dia. 4*, but he has to worry about leaving White the cut at 2.

I was also thinking of playing White 1 and 3 in *Dia. 5* when Black made the marked connection, or of starting something from White 'a', but those plans never materialized, because Black made the inside hane.



Dia. 4

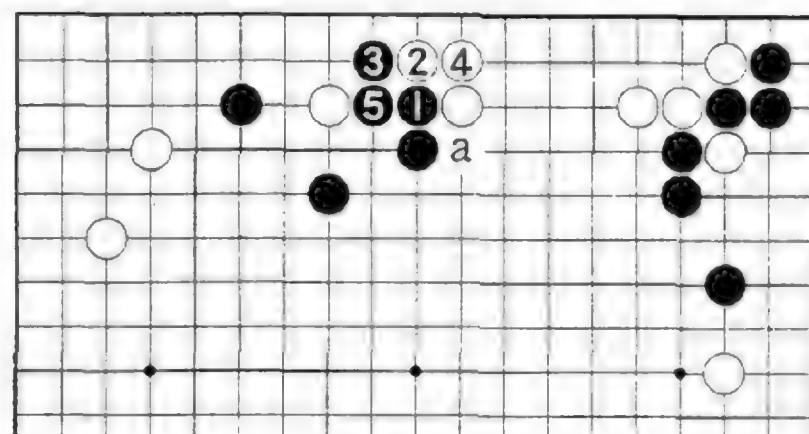


Dia. 5

The joseki through Black 21 leaves Black in a slightly trampled position, but the alternatives, which are Black 17 at B, White C, then Black 18 or 19, are a little impractical.

White had to extend all the way to 22. If White makes a two-space extension to D, followed by Black E, White's group faces an uncertain future.

played Black 1 at 3, followed by White 'a' and Black 5, but he invaded at 23 instead. The outcome was that Black added three white stones to his already-strong top right corner, while White closed the top left corner at 28 and rescued the marked stone. The marked stone was bigger than the three stones White lost, so *Dia. 6* deserves consideration.



Dia. 6

Perhaps most people thought that White had handled the upper side rather well, but the strength Black built through 27 let him make a strong contact play on the right side afterward. I think the exchange so far was just about even. I was a little surprised at Black 33, however, which let me get a sure life with White 34. I expected Black to play 1 and 3 in *Dia. 7*, with the threat of Black 'a' later.

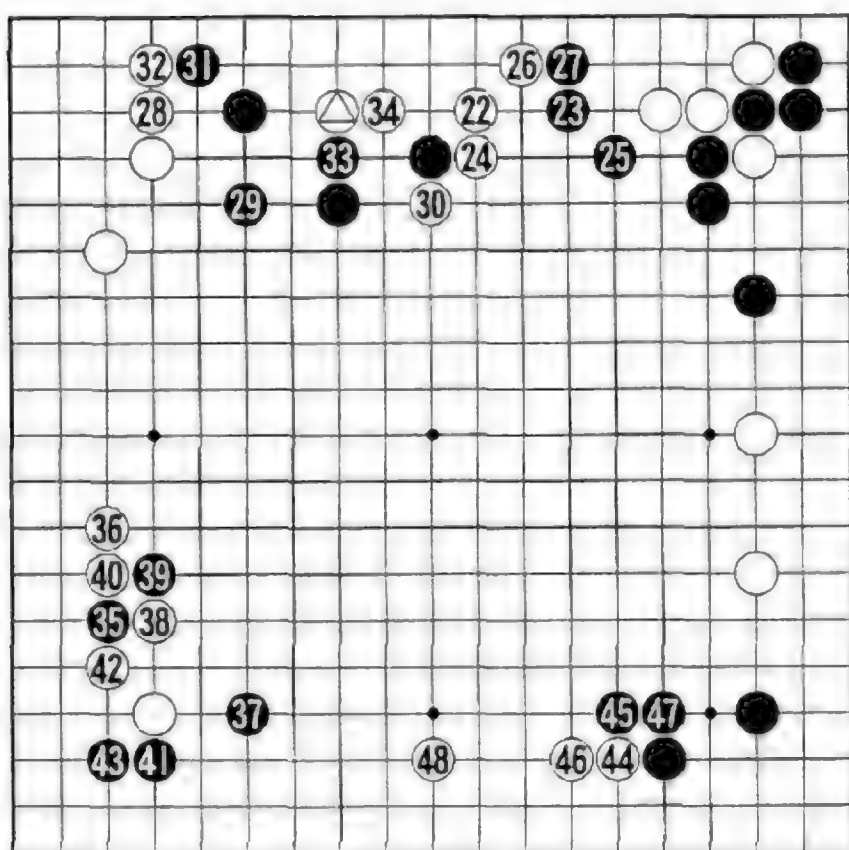
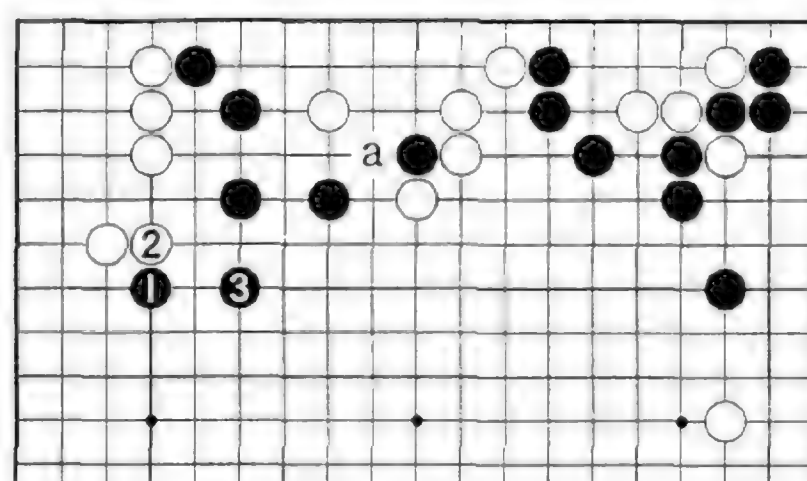


Figure 2 (22-48)

Figure 2 (22-48). Playing patiently

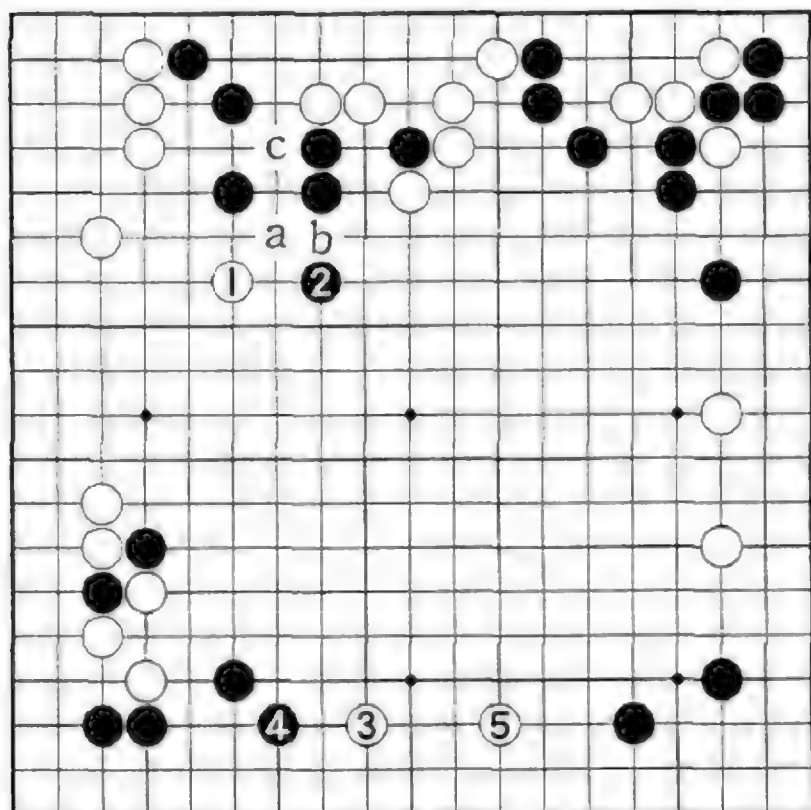
The handling of the upper side from White 22 to 34 became the first major issue of the game. Black could have played 1 in *Dia. 6*, or



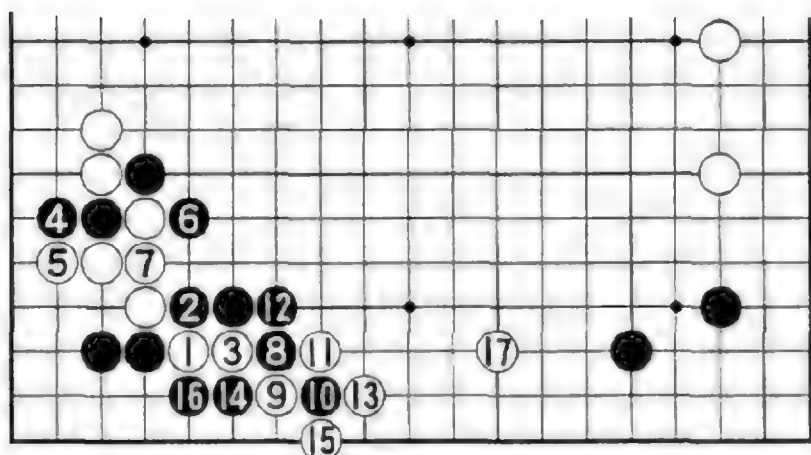
Dia. 7

The first day ended with the sequence from Black 35 to White 48 on the lower side. The joseki in the bottom left is just one of many possible choices, but once it was played, it naturally suggested the large knight's move at 1 in *Dia. 8* (next page). Besides building up the left side, this attractive move lets White pick off some black stones with White 'a', Black 'b', White 'c', after Black 2. After pondering the matter, however, I kept this large knight's move under wraps, because I was

worried that it would stretch too far. In fact, I should have played it without so much pondering, then perhaps played White 3 and 5 on the lower side.

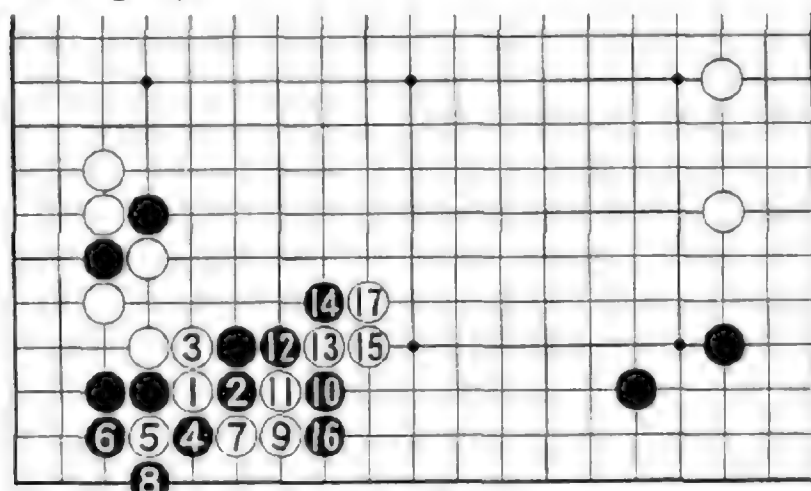


Dia. 8



Dia. 9

What I did instead with White 44 to 48 was what I had been telling myself to do before the game started: play patiently and wait. Later, when I met Kajiwara Takeo, he suggested the sequences in *Dias. 9* and *10*. He thought *Dia. 9* was so good for White that the game would be over, so his conclusion was *Dia. 10*. I agreed at the time, but while White 44 to 48 may not have been particularly brilliant, they were one way to play.



Dia. 10

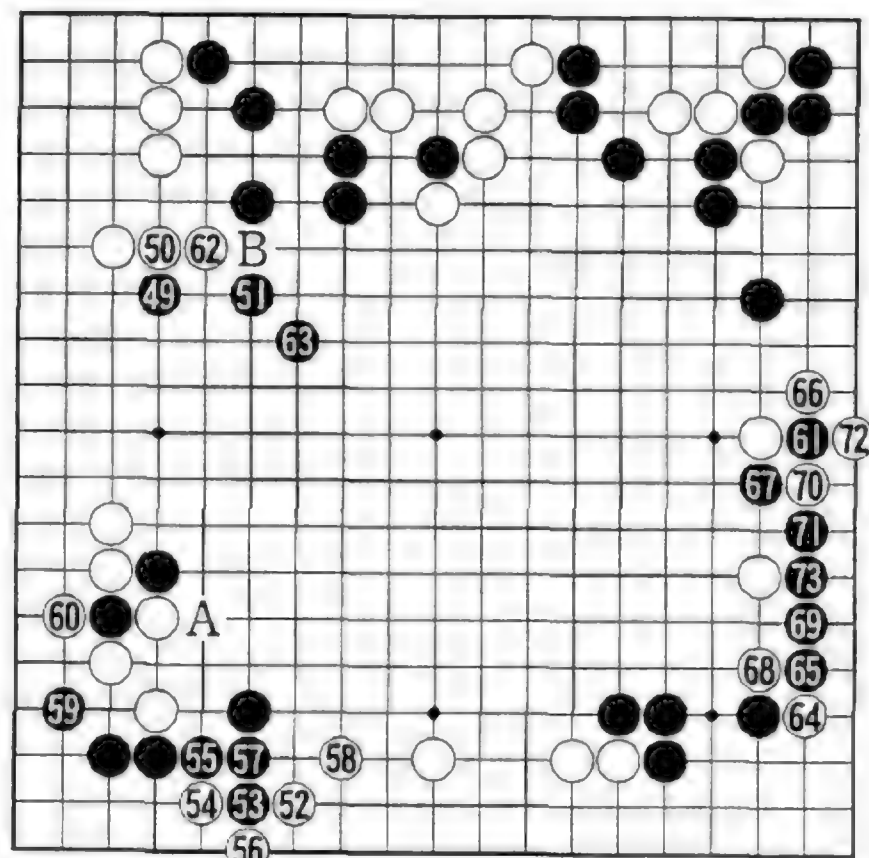
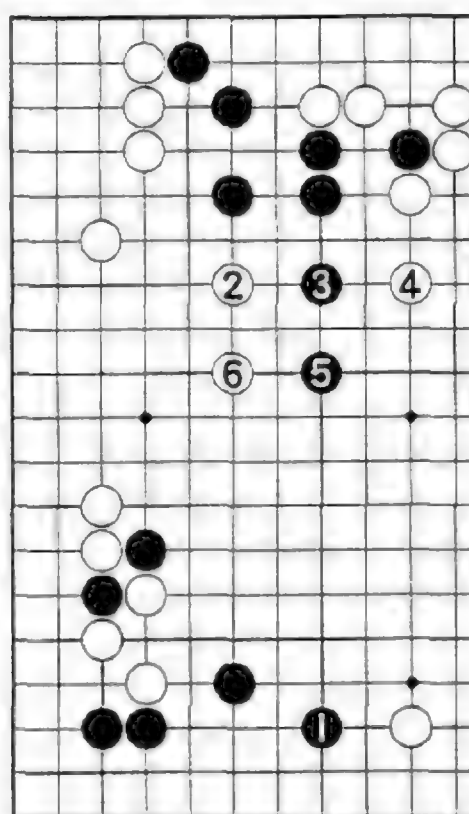


Figure 3 (49-73)

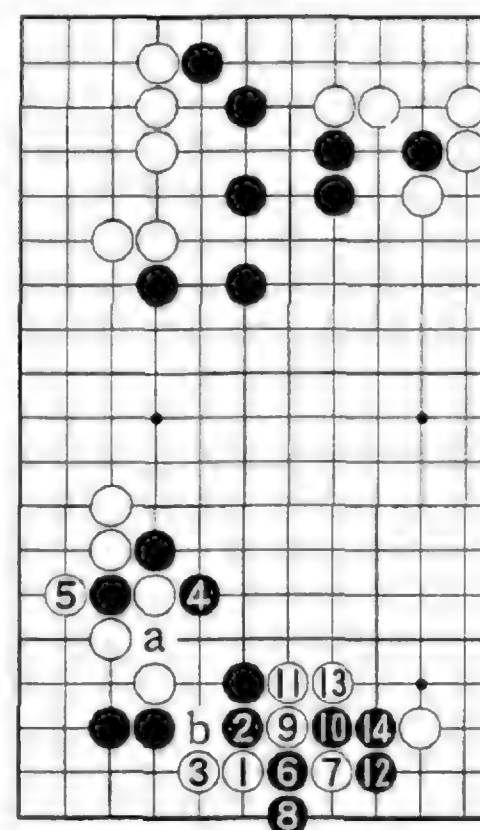
Figure 3 (49-73). Trading contact moves

When the sealed move was opened, Yoda thought for a long time, then played Black 49 and 51 to stop White's large knight's move. My thoughts at this moment were that I had ruined my own game by deliberating over that move too much instead of just playing it.

If Black makes the ordinary checking extension at 1 in *Dia. 11*, this time White won't fail to play 2. Given the moves up to White 6, now Black can't get into the left side.



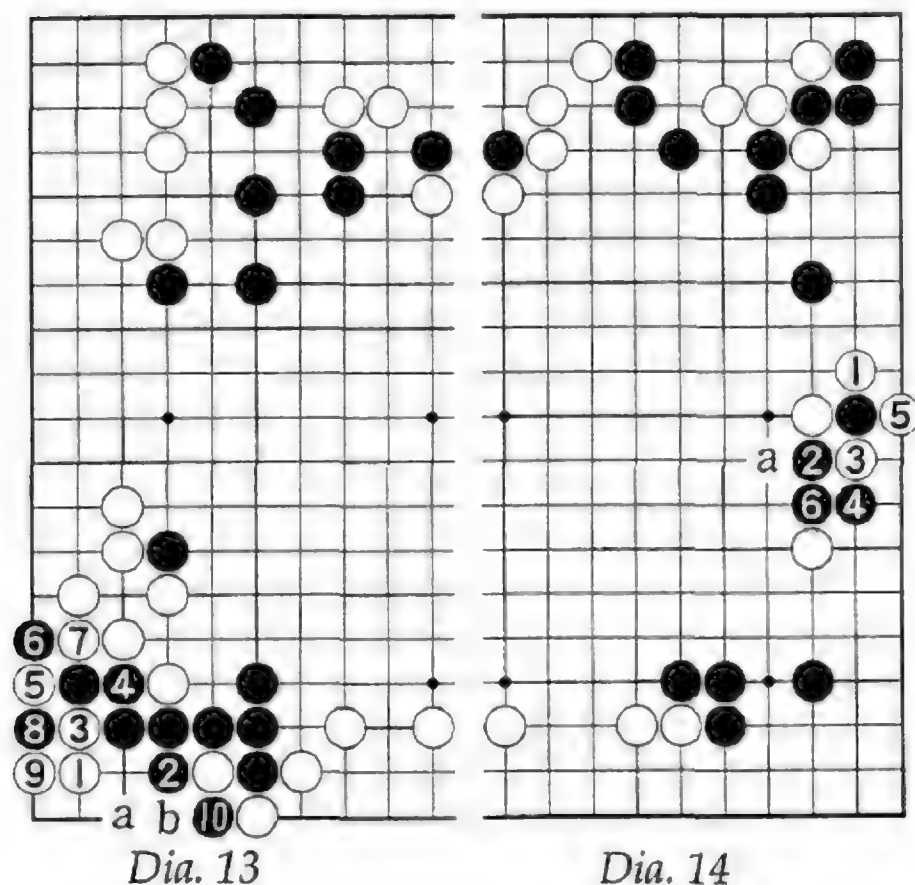
Dia. 11



Dia. 12

In return for Black 49 and 51, however, White was able to slide to 52, so the game wasn't really ruined. White can slide further, to White 1 in *Dia. 12*, but Black can play 4 in sente, then capture two white stones. If White

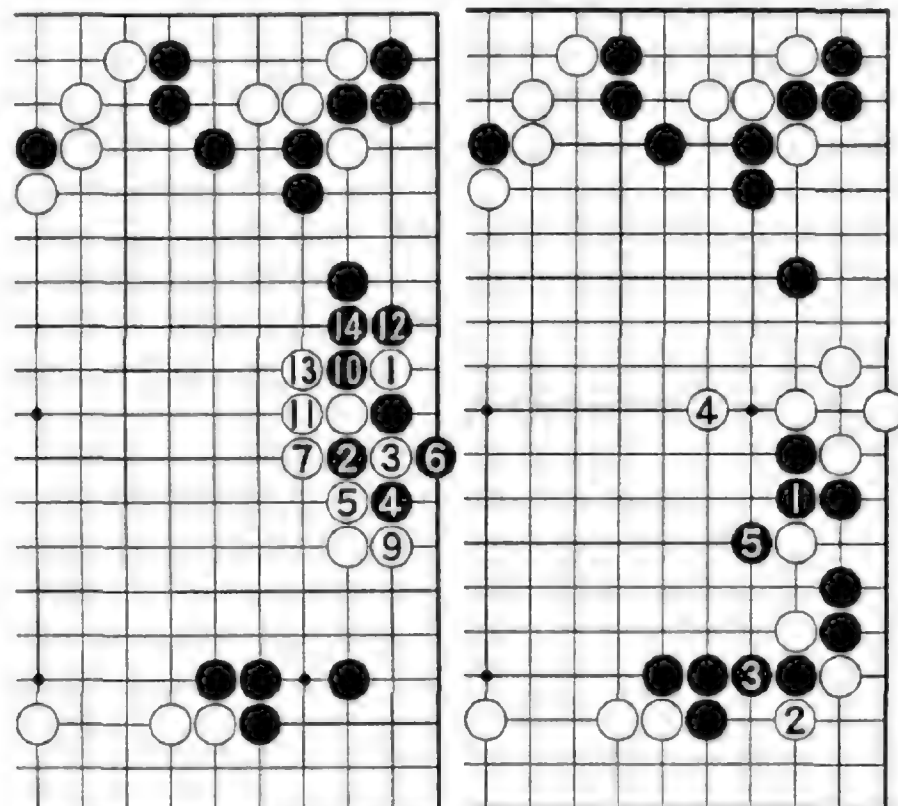
plays 5 at 'a', White can push out at 'b', but I didn't want to connect at 'a', so I slid to White 52 instead. The sequence that followed was rather neat, and by making Black trade 59 for 60, White was able to get rid of the atari at Black A. What's more, there was a ko left in the corner. The sequence in *Dia. 13* is one possibility. Another is White 'a', Black 2, White 'b', which doesn't let Black play 4.



I hadn't foreseen Black 61. Black can come this far because of his earlier strong play in the top right. To be honest, I didn't know what to do. After a lot of thought, I played White 62 to develop ko threats, then White 64. If Black plays 63 at 67, White pushes in at B and cuts, and the resulting exchange has to be seen in the context of the whole board. White 64 was, I think, the right move. As the game turned out, White 64 had a slight forcing effect.

White is going to play the moves in *Dia. 14*, because playing 1 at White 3, followed by Black 1 and White 'a', would be intolerable. But playing White 1 to Black 6 directly would be soft-hearted. White wants to do something in the corner first. White doesn't want to play the variation in *Dia. 15*, because of the cutting point left in his outside wall. White 66, 68, then 70: this sequence is better than *Dia. 14*.

Black 73 was the type of sober and solid move that Yoda plays. Black 1 in *Dia. 16* is more ambitious, but probably not as good, because White has lots of potential to work with.



Dia. 15
8: connects

Dia. 16

Figure 4 (74–100). *Black plays safe.*

I had already planned out White 74 and 76. In the bottom right corner, I wasn't hoping to live in ko; I wanted to play White 88 and 90 in sente.

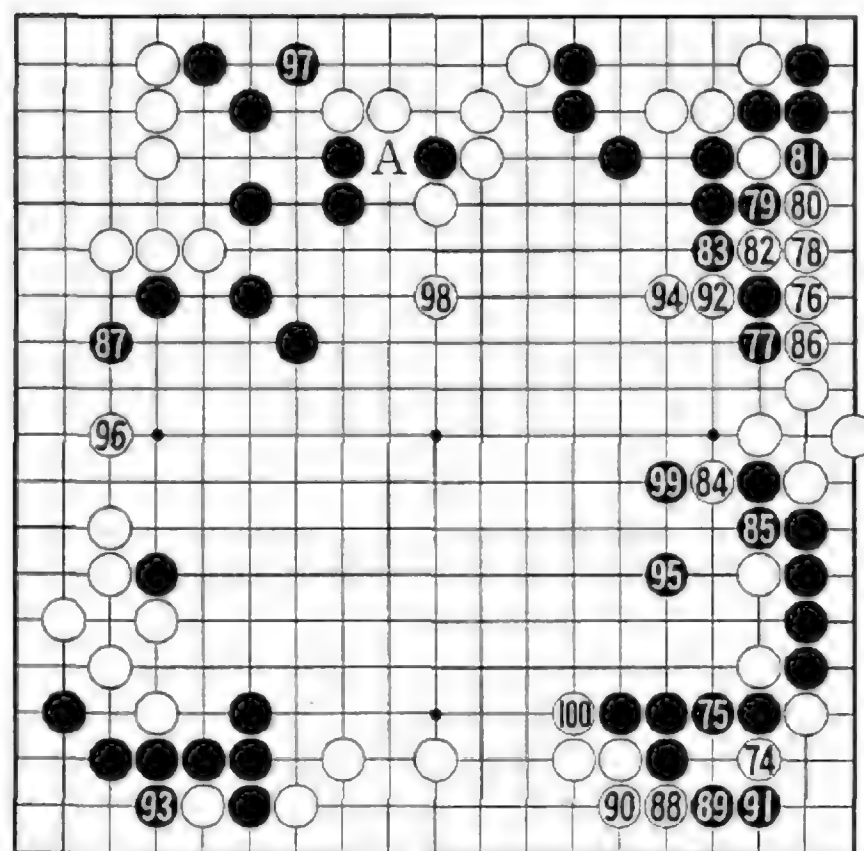
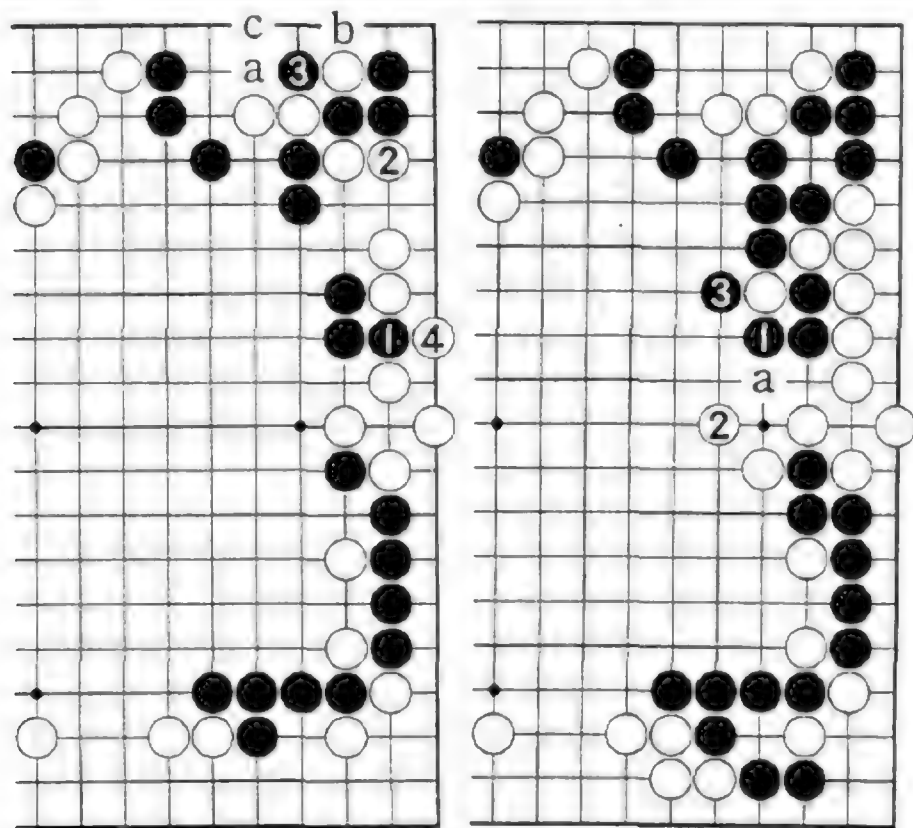


Figure 4 (74–100)

At Black 79, Black did not have a chance to play 1 in *Dia. 17* (next page). White replies with 2 and 4, and Black is left saddled with the threat of White 'a' to 'c'. If Black uses 3 to cut White apart, White connects at 3 and wins the capturing race. White's handling of the right side apparently drew favorable comment, but Black got to take the last big point at 87 on the left side, so even though White may have done well locally, it all balanced out.



Dia. 17

Dia. 18

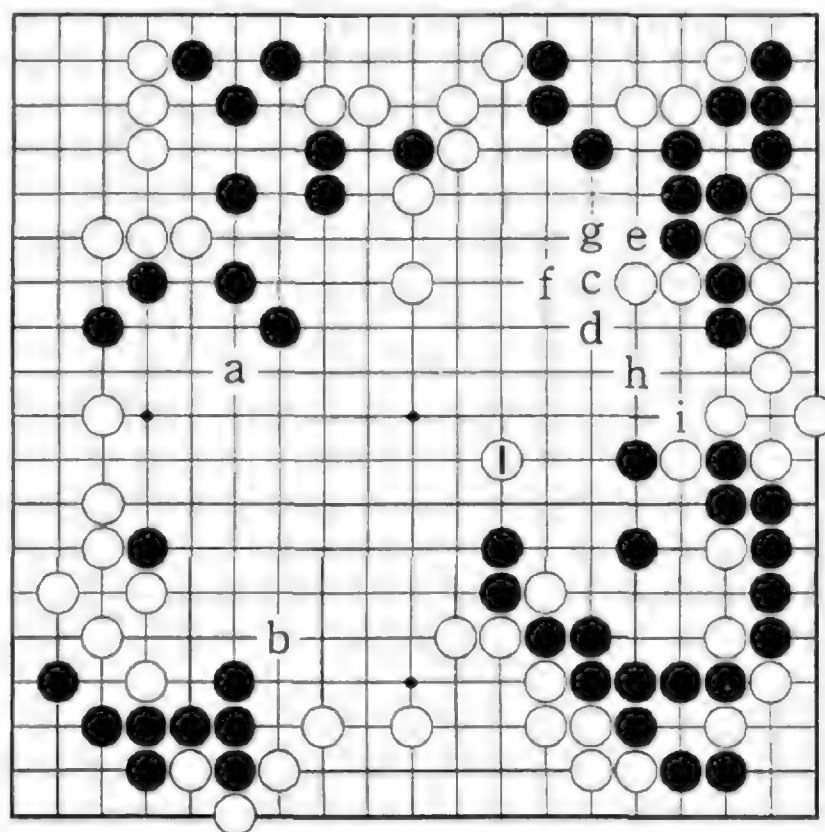
What was unexpected was Black's answering the cut at 92 with 93 and 95. Black 93 was a safety move that prevented the ko shown earlier, but this is the kind of move to make when you're ahead. I don't know whether Yoda played here out of optimism, but I can't deny that I was thankful to see this type of move when the lead was still uncertain.

If Black plays 93 at 1 in *Dia. 18*, White connects with 2. The shape made by capturing at Black 3 is unattractive, because Black could have played 'a' in sente.

After this, there were several moves I regret having made. One was White 98. I was weak here, so I should have captured with 98 at A.

Figure 5 (101-129). Further regrets

My next regret was the connection at White 8. I should have played 1 in *Dia. 19*. If White can stop Black's advance, White can surround quite a lot of the center with 'a' and 'b'. If Black plays 'c', White plays 'd' to 'h'. Despite having that defense, what I did with White 8 in the game was to connect at 'i'. Now when Black attached at 9, I was stuck having to play the odd sequence starting with White 10. This sequence did not turn out too badly, but that was just luck, so I don't consider this game a masterpiece.



Dia. 19

White A would have been safer than White 28, but I played 28 now because I was still regretting having missed it earlier.

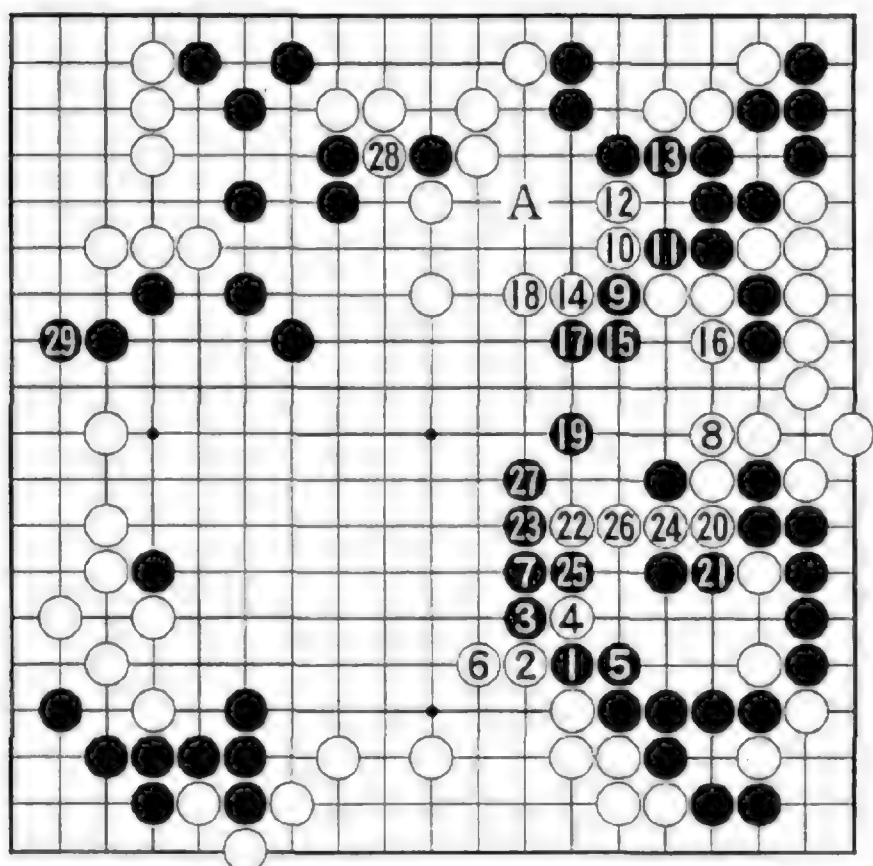


Figure 5 (101-129)

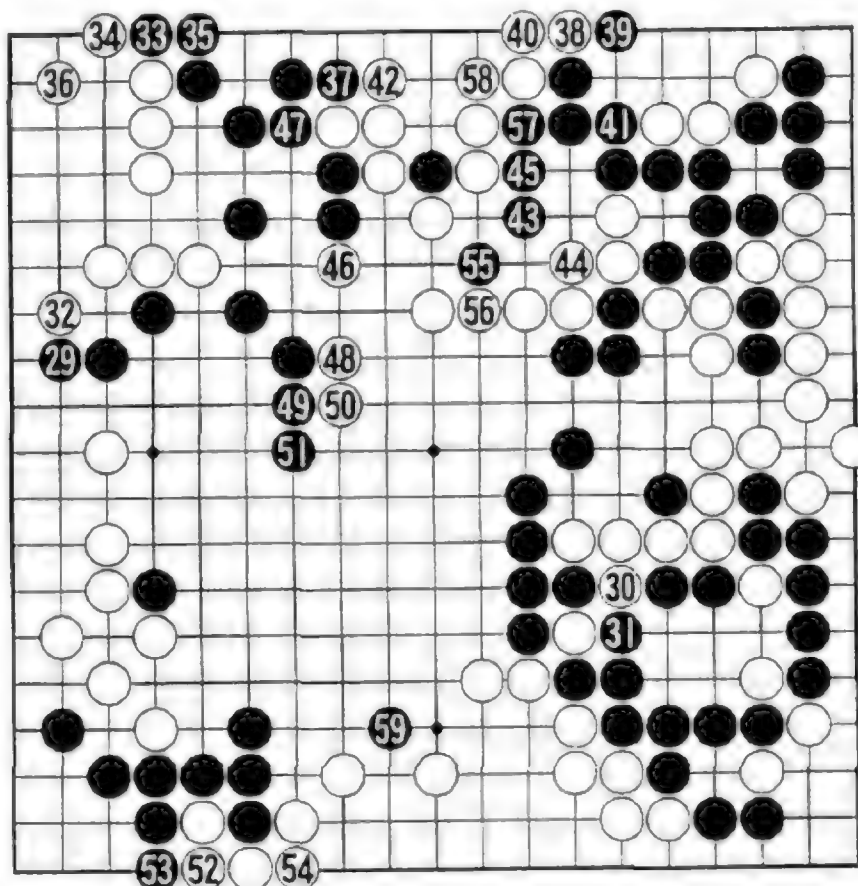
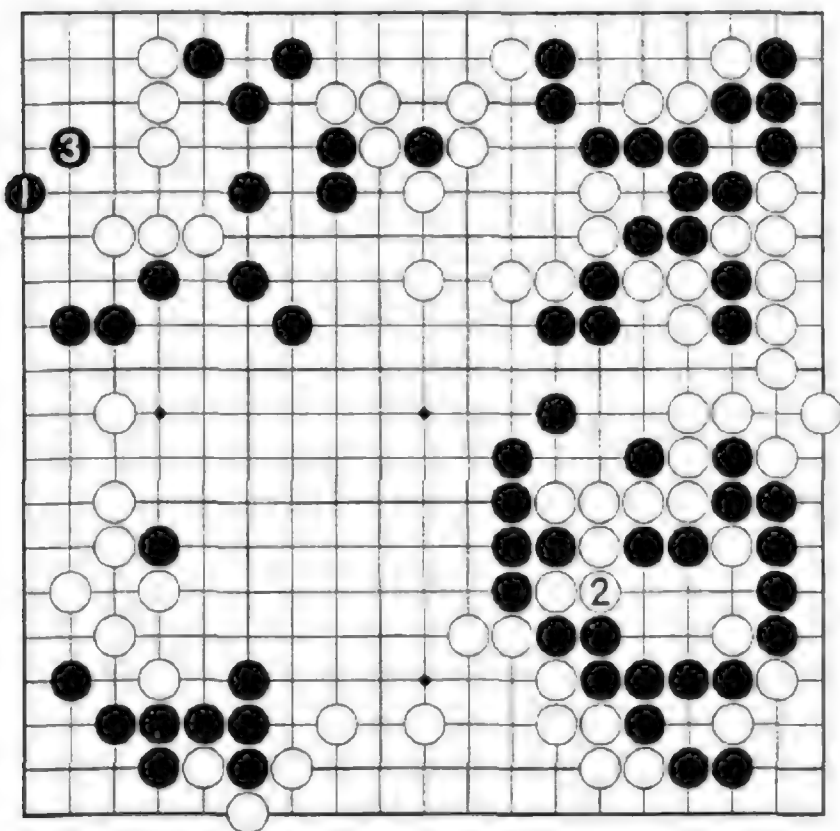


Figure 6 (129-159)

Figure 6 (129–159). A close call

When Black played 29, just for the sake of not answering directly, I played White 30. This ended harmlessly with Black 31 and White 32, but what if Black had played 1 in *Dia. 20*? White is badly forced if he answers that monkey jump. Probably he loses the lead. If White presses on with 2 instead, Black plays 3. Can White's group live? Yes, it can, but if that's all White does, White loses. To win, White has to attack Black in the center, but it is very hard to capture that center group. White faces a real struggle. Viewed in all fairness, Black can't be captured. This was a scary moment. White had to play 30 at 32.



Dia. 20

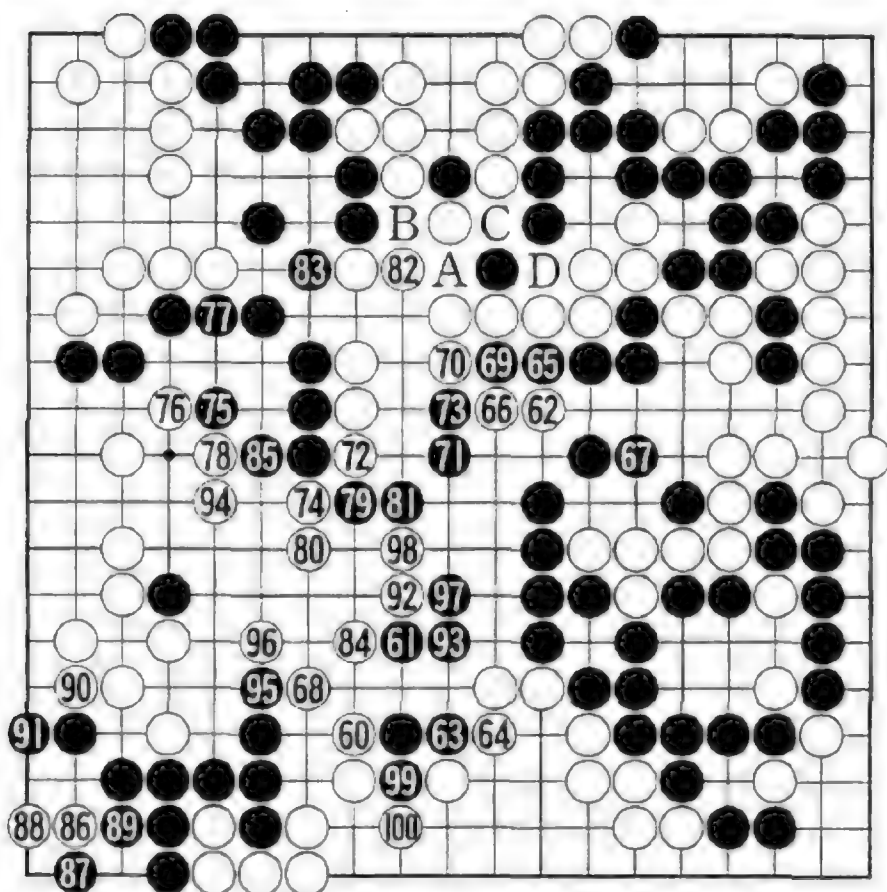


Figure 7 (160–200)

Figure 7 (160–200). Finishing up

There were no further incidents in the game. The one thing to be careful of in wrapping it up was the peep at Black 71. If White connects at 73, Black cuts with Black A, White 82, Black B, White C, Black D. But although Black 73 caught two white stones, White didn't lose anything because he gained territory with White 74 and 76.

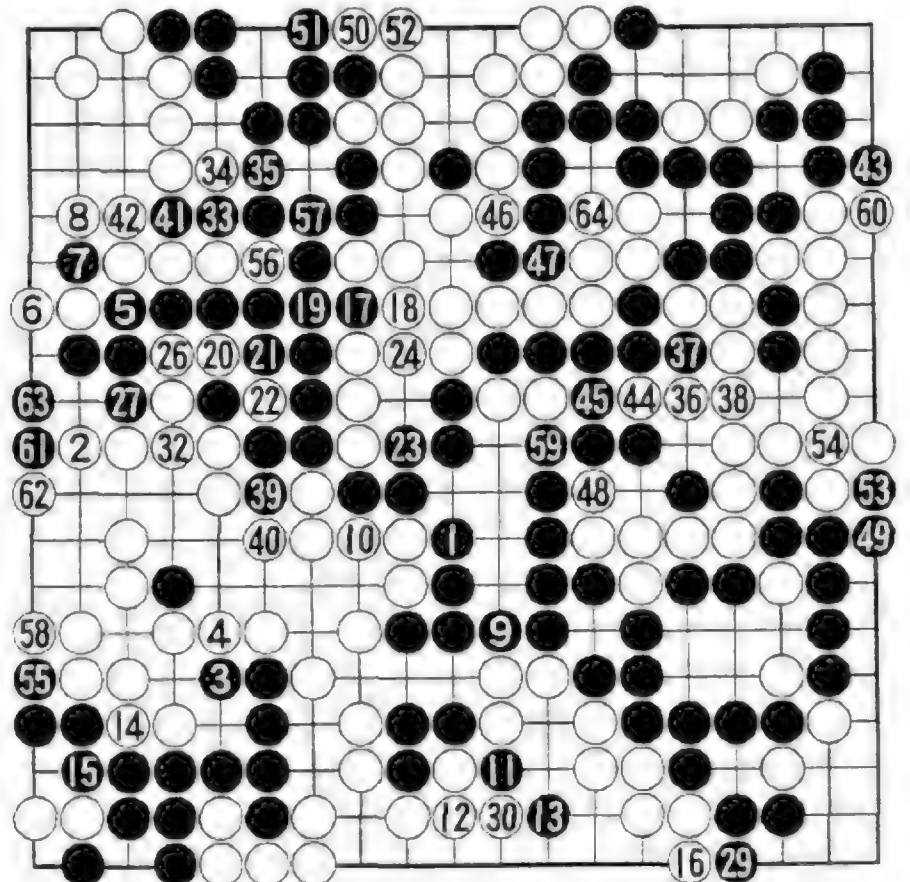


Figure 8 (201–265)

25, 31: takes ko (left of 22);
28: takes ko (at 22); 65: connects (at 22)

Figure 8 (201–265). Five more years

This was my twenty-ninth best-of-seven title match, and this year's Honinbo will be the thirtieth. Always, when it's over, I feel that I haven't measured up. This feeling is the same whether I've won or lost.

I think the next five years will be decisive, and I intend seriously to try to reach a certain level. This is a little different from winning titles. I want to glimpse what the great masters of the past glimpsed. Compared with Go Seigen or Sakata, I don't think the games I've played so far will go down in history. I haven't reached that point yet, but give me another five years. Recently I've started to see just a little light.

White wins by 4.5 points.

(Abridged from Kido, May 1998. Translated by James Davies.)

Go World News. Continued from page 4.

no question that playing these two-day games requires a certain physical and psychological stamina, and, facing Cho, who has mastered the special rigors required in such matches, for the first time in one of these matches is a shock to most players. Now, with one such match under his belt, O should be better prepared to face Cho.

By the end of March, O and Yoda Norimoto were leading the league. Although Yoda lost to Takemiya, most of the other players were rapidly falling by the wayside. By the end of June, no other player had a chance to become the challenger except O and Yoda. The showdown between these players came on July 6. If Yoda could beat O, they would have identical 6-1 scores and a playoff would probably have been necessary. But in that crucial game O defeated Yoda by 3 1/2 points and clinched the league. He later went on to win his final game against Kataoka Satoshi and posted an impressive 8-0 record.

This impressive record clearly demonstrates that O is in top form and he could very well be the player that unseats Cho from one of his three titles.

Kataoka, Rin Kaiho, and Tono Hiroaki are the three players to be dropped from the league. They have a chance of getting back in, but they have to win three games in the third preliminary round of this tournament to do it.

The schedule for the title match:

Game One – September 9 & 10, 1998.

Game Two – September 23 & 24.

Game Three – September 30 & October 1.

Game Four – October 14 & 15.

Game Five – October 21 & 22.

Game Six – November 4 & 5.

Game Seven – November 11 & 12.

The 23rd Gosei Title Match:

Yoda defends the title

On July 28, 1998, Yoda Norimoto beat Sonoda Yuichi in the third game of the best-of-five Gosei title match to defend his title for the second year in a row with three straight wins. The first game is analyzed by Michael Redmond in his article on the Chinese opening beginning on page 37. The third game of this match is briefly reviewed at the end of the joseki article on page 63.

The results of the match:

Game One. July 9, 1998. Yoda by resignation.

Game Two. July 17. Yoda by 2 1/2 points.

Game Three. July 28. Yoda by resignation

Hans Pietsch becomes 2-dan.

After little more than a year as a Nihon Ki-in professional, the German player Hans Pietsch earned promotion to 2-dan in August. He is the second European professional to become 2-dan this year. The other was Taranu Catalin from Romania.

News from Korea

The 32nd Wangwi Title Match

After winning the league with seven straight wins, Cho Hoon-hyun again earned the right to challenge Lee Chang-ho for the Wangwi title. Just like in last year's match (see GW81), Cho lost the match by a score of 3-1. The results:

Game One – July 1, 1998. Lee by 4 1/2 points.

Game Two – July 10. Lee by 2 1/2 points.

Game Three – July 26. Cho by resignation.

Game Four – August 5. Lee by resignation.

The 33rd Paewang (Monarch) Title Match

Lee Song-jae, a 20-year-old 5-dan, is challenging Cho Hoon-hyun for the title. Lee won the first two games of this best-of-five match on July 7 and 15.

The 29th Myung-in Title Match

Cho Hoon-hyun beat Lee Chang-ho for this title last year (see GW81), but Lee is back again as the challenger. In the first game, played on August 7, Lee won by 2 1/2 points. Game commentaries on this match and the Wang-wi title match will appear in GW84.

News from China

The following are the most recent ratings for the top ten Chinese players.

1. Chang Hao 8-dan	2705
2. Ma Xiaochun 9-dan	2674
3. Yu Bin 9-dan	2664
4. Shao Weigang 8-dan	2648
5. Wang Lei 6-dan	2640
6. Zhou Heyang 7-dan	2638
7. Luo Xihe 6-dan	2611
8. Zhang Wendong 9-dan	2609
9. Liu Xiaoguang 9-dan	2603
10. Nie Weiping 9-dan	2564

The Low Chinese Opening

by Michael Redmond 8-dan

The basis for this installment's opening analysis comes from the first game of the 23rd Gosei title match played between Yoda Norimoto Gosei and Sonoda Yuichi 9-dan, the challenger, on July 9, 1998. Yoda played the low Chinese opening with 5 in *Figure 1* and the game continued to White 28.

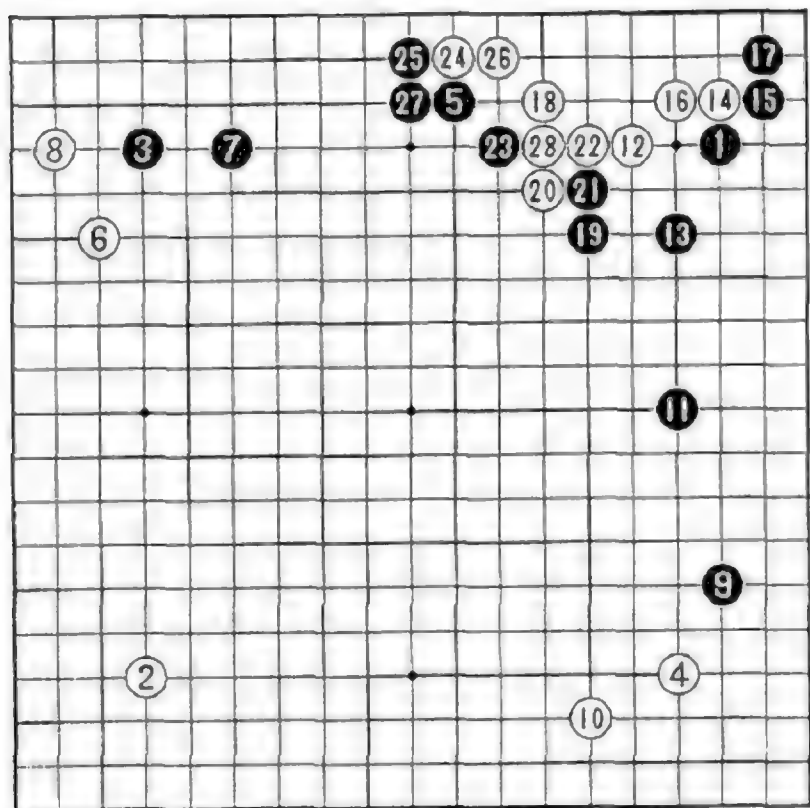
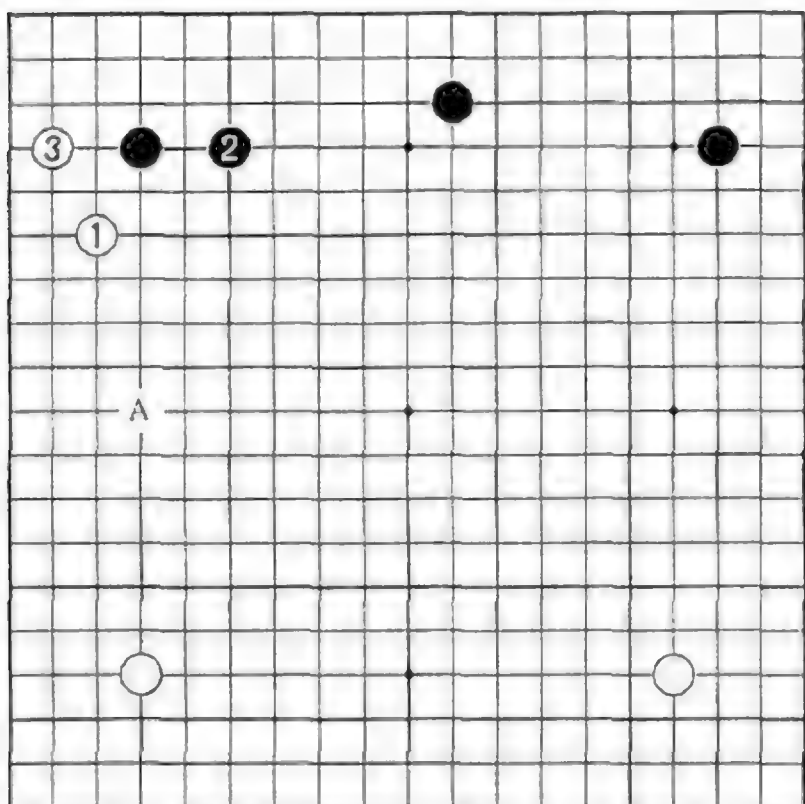


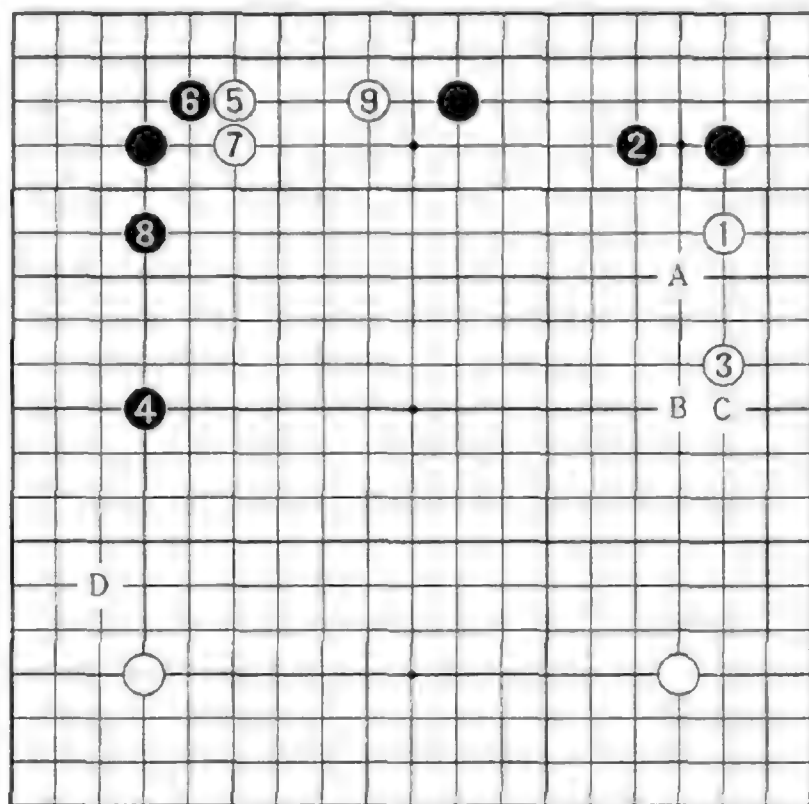
Figure 1 (1-28)



Dia. 1

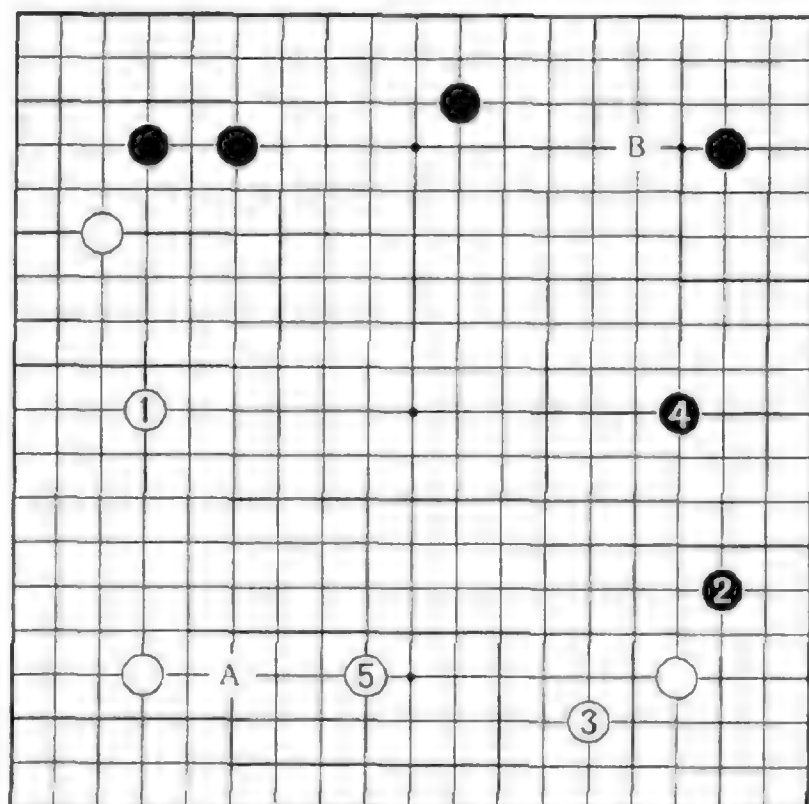
When the Chinese opening first came into vogue more than 20 years ago, White 1 in *Dia. 1* was the approach move usually played. White 1 in *Dia. 2* is the most recent innovation. If Black encloses the corner with 2, White will extend to 3. White A is another popular approach move. If Black 2, White will extend to

B. White could also dispense with 1 and simply extend up the right side to C. After White 3, Black will take a big point on the left side at 4 (or D) and White will make an approach move inside Black's formation at 5. The sequence to White 9 is a typical continuation.



Dia. 2

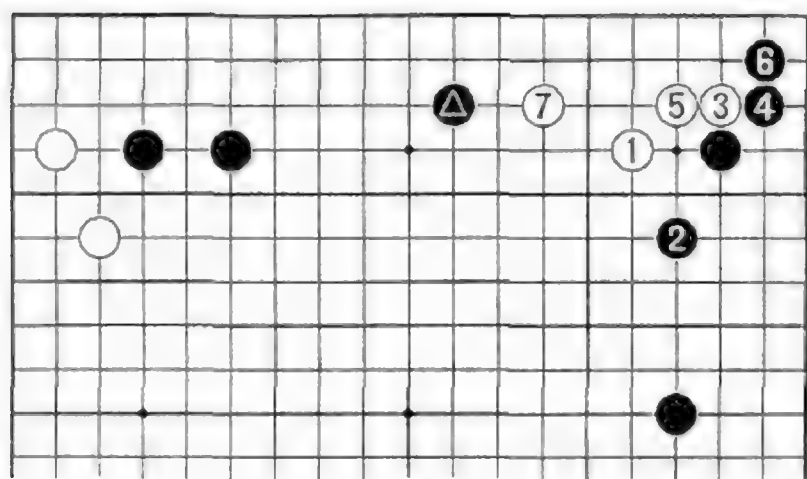
Instead of 3 in *Dia. 1*, White could also extend to 1 in *Dia. 3*. Black would next play 2 and 4. In contrast to the game in *Figure 1*, when White stakes out the right side with 1, it is better for him to compete with Black's moyo and take the big point at 5 (or A) instead of making an approach at B, as he did with 12 in



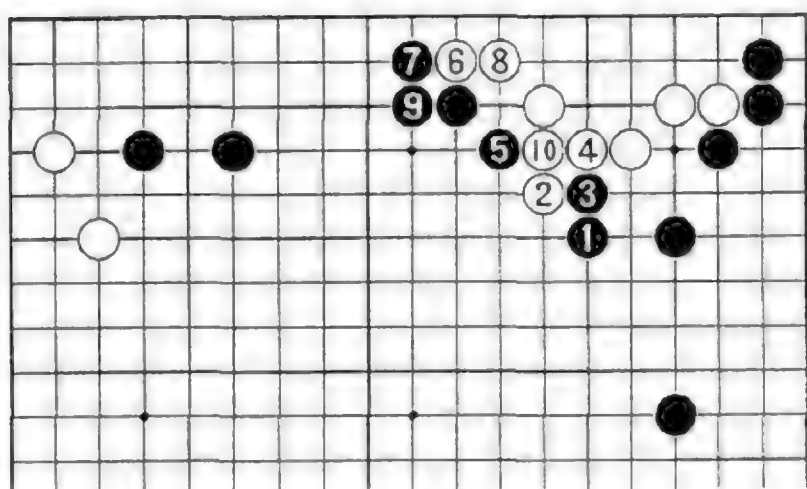
Dia. 3

Figure 1. In the figure, White has no moyo, so he must break up Black's moyo to maintain the territorial balance.

The sequence to White 7 in *Dia. 4* is an old joseki first played by Honinbo Dosaku in the late 17th century. With the marked stone already in place, White's development is restricted.

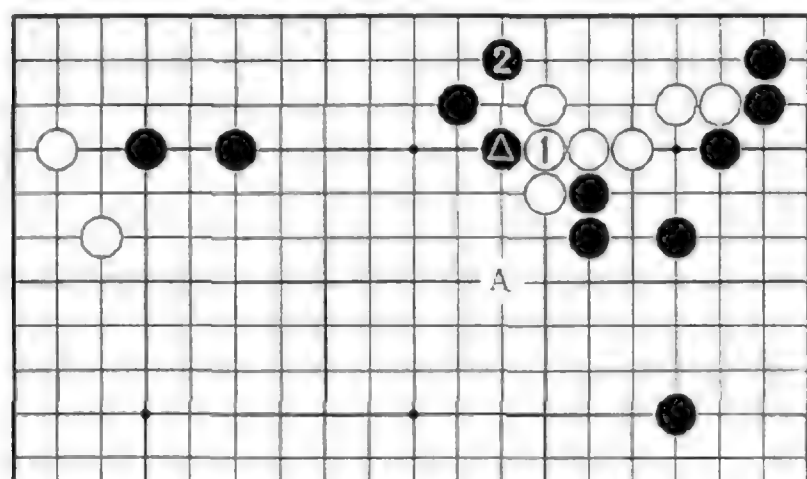


Dia. 4



Dia. 5

Next, Black plays 1, 3, and 5 in *Dia. 5* with the aim of stabilizing his territory at the top and on the right side. White must be careful about answering the peep at 5 — he must first expand his position at the top with 6 and 8 to ensure he has enough space to make two eyes. After Black connects at 9, he can go back and defend with 10. Black has nearly secured the territory at the top and built a moyo on the right side, but White has secured his stones in the top right and is out into the center. This is an even result.



Dia. 6

In answer to the marked stone, White must not connect at 1 in *Dia. 6*. If he does, Black will play 2 and the white stones can no longer make two eyes, so they must escape into the center where White will be able to make territory while attacking them. Instead of Black 2, an alternate strategy would be to confine White to the top with Black A.

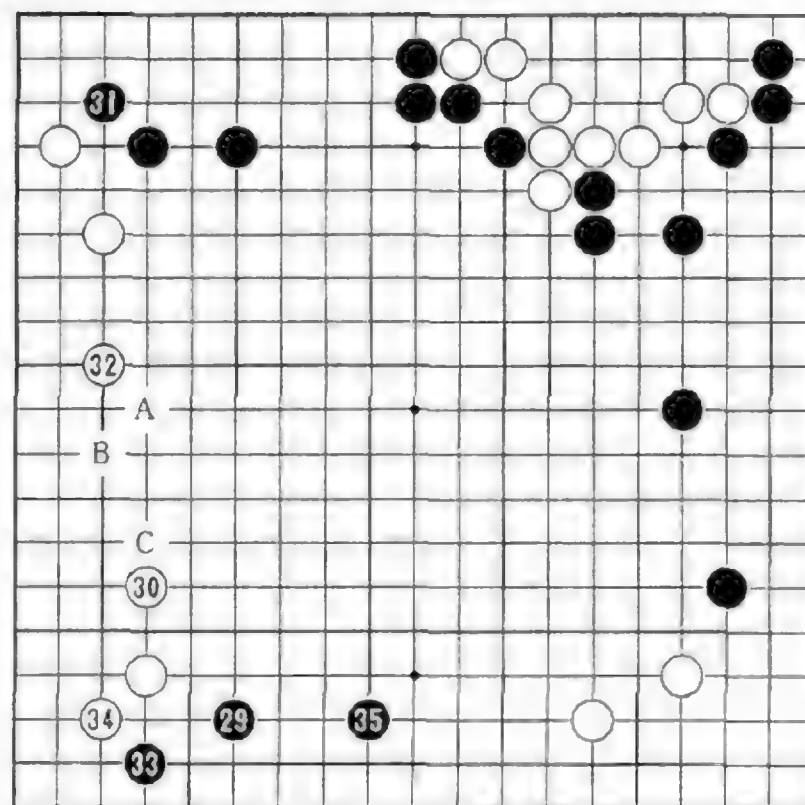
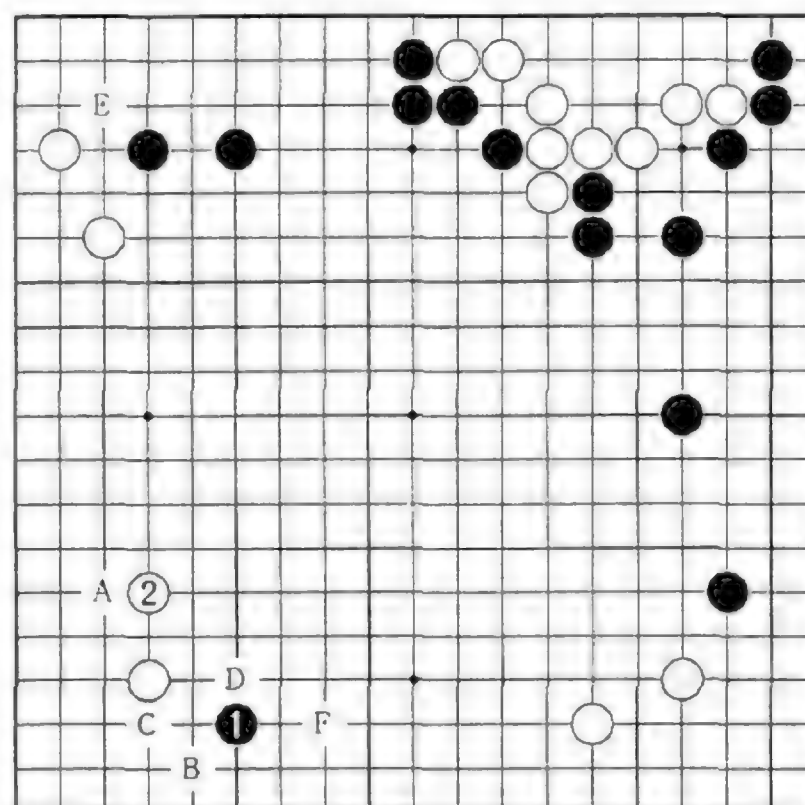


Figure 2 (29–35)

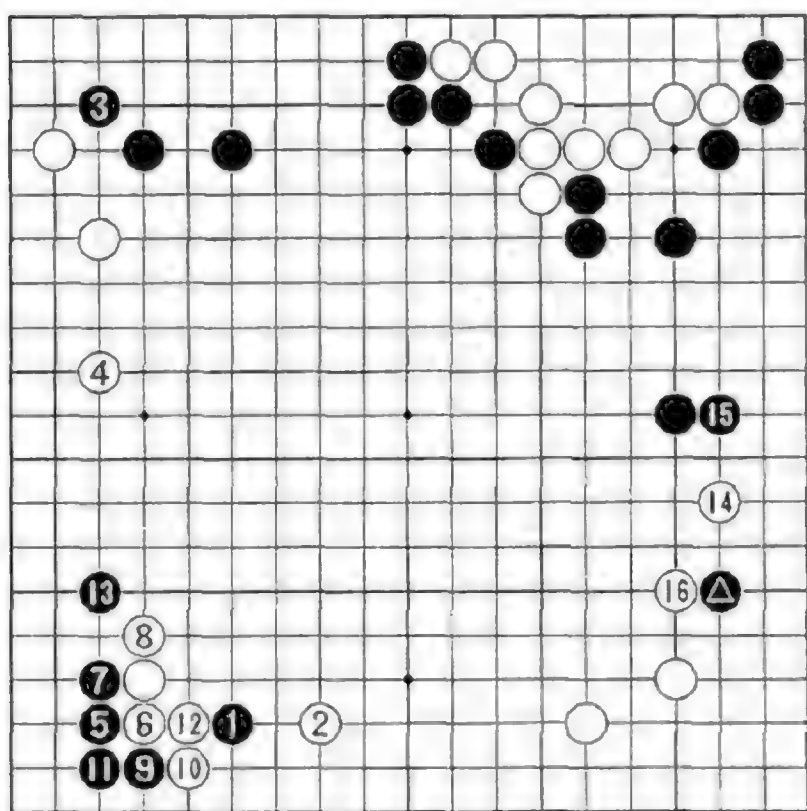
After White played 30 in *Figure 2*, the sequence to Black 35 was inevitable. Black 31 was a big move because it secures the territory at the top. Even though White 30 is the most orthodox move, I had doubts about it because White's only interesting formation after 34 was on the left side. However, it had many weaknesses; that is, Black could make intrusions into this area by playing A, B, or C. Alternatives to White 30 include A to D in *Dia. 7*.



Dia. 7

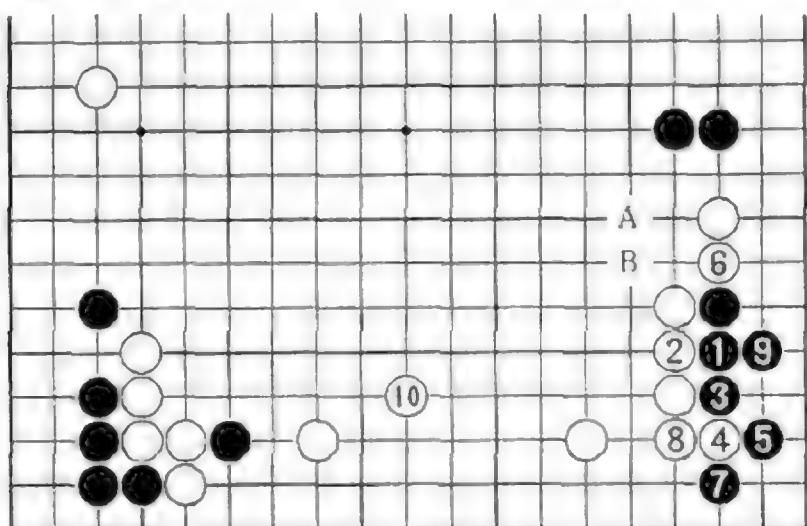
7. White could even ignore 1 and play E in the upper left corner. The pincer of White F would be my choice. I felt that this move gave White his best chances. Here's why.

After White 2 in *Dia. 8*, Black would exchange 3 for White 4, then invade the corner with 5. Black would then block with 6 and the joseki to Black 13 would follow with White ending in sente. Now that White is strong in the bottom left, he can invade Black's moyo on the right with 14. Black might make an iron pillar with 15 so as to keep his territory on the upper right side intact, but White would then attach with 16 and create a huge moyo at the bottom.



Dia. 8

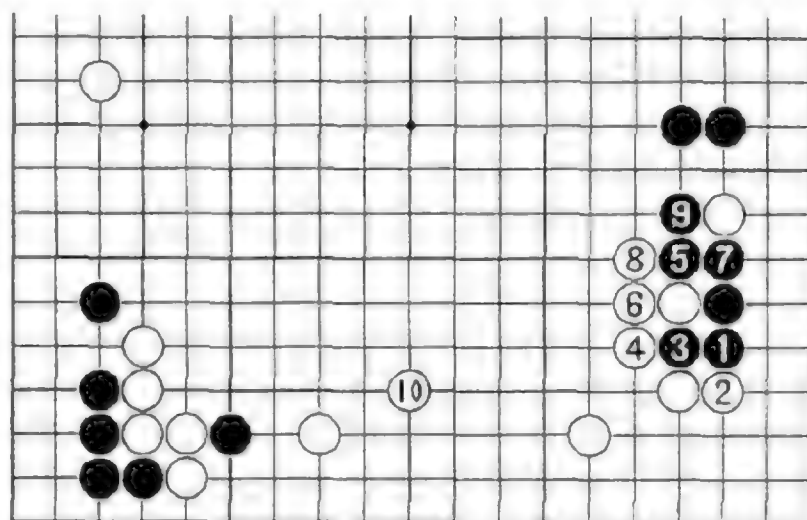
Of course, Black will start to move with his marked stone. One possible continuation is shown in *Dia. 9*. Black lives in the corner, but White gets thickness. When Black makes eye shape with 9, White secures the bottom with 10. Since Black is strong above, he can aim to peep at A or B.



Dia. 9

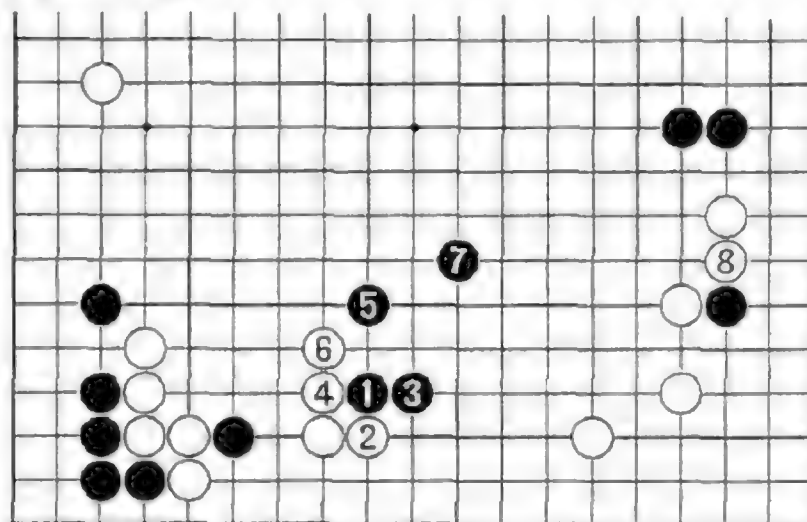
Another variation is shown in *Dia. 10*. Here, White doesn't let Black scoop out the

corner, but instead answers 1 by blocking at 2. Black gets territory on the right side, but White gets the corner. Both *Dias. 9* and *10* are playable for Black and White.



Dia. 10

Another possibility is for Black to immediately erase White's moyo with the shoulder hit of 1 in *Dia. 11*. The sequence to Black 7 is a standard pattern, but White takes a big corner by playing 8.



Dia. 11

After Black played the marked stone in *Figure 3*, the game continued with the sequence from White 36 to Black 43.

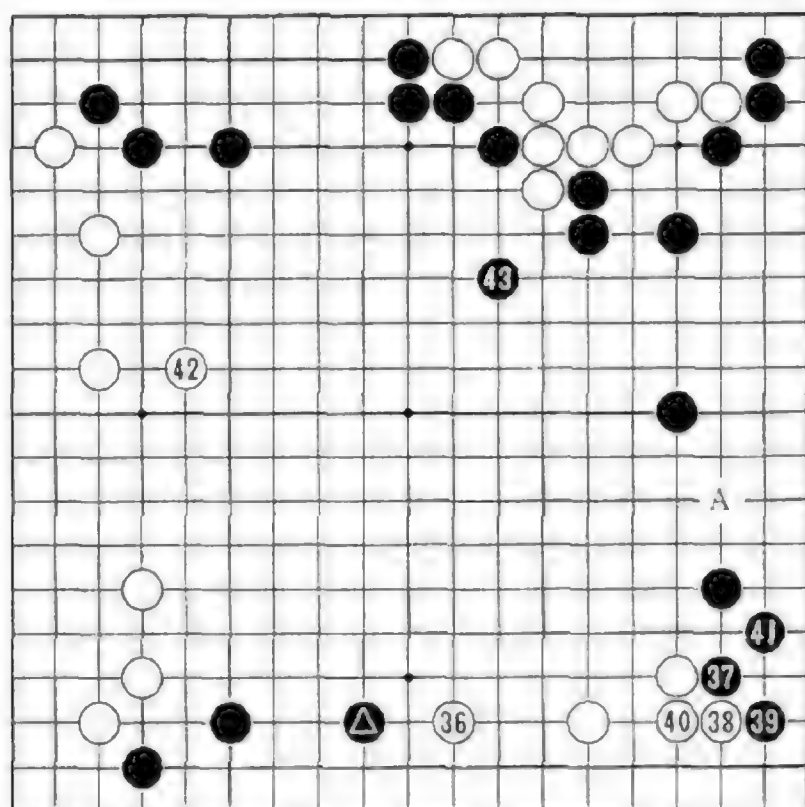
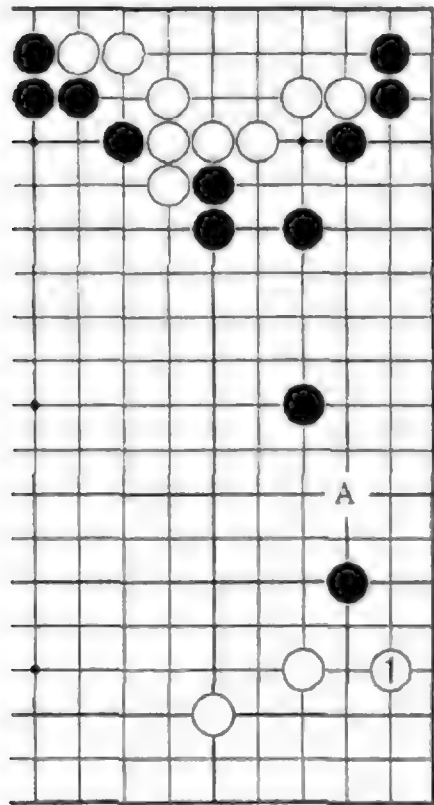
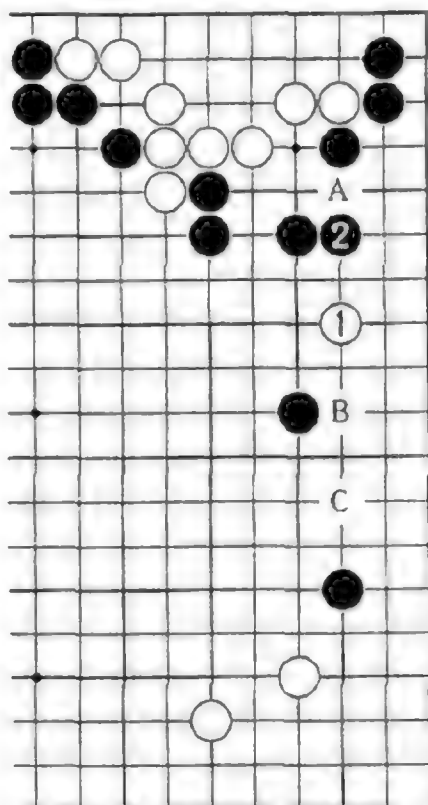


Figure 3 (36-43)

Instead of 36 in Figure 3, defending the corner with White 1 in *Dia. 12*, aiming at an invasion at A, would be the usual move. He could also invade at A without first playing 1.



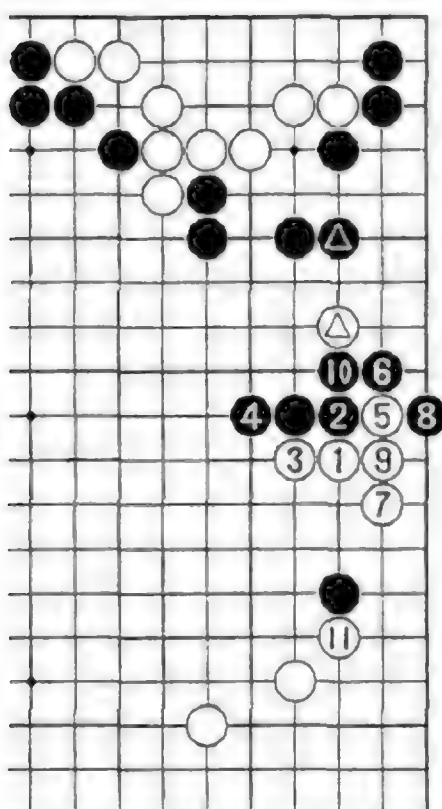
Dia. 12



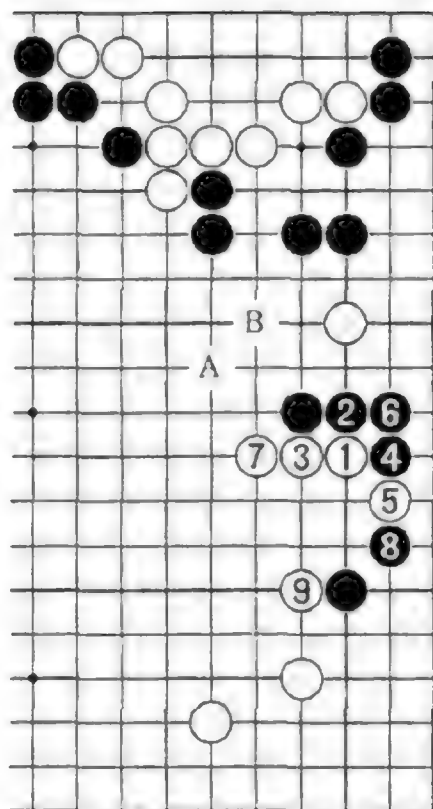
Dia. 13

A deep invasion at White 1 in *Dia. 13* is also possible. This is the most frightening move for Black because White is threatening to attach at A. If Black defends with 2, White can regard 1 as a forcing move, treat it lightly, and use it as aji when he continues with B or C.

Instead of B or C in *Dia. 13*, White could also make a placement at 1 in *Dia. 14* after exchanging the marked stones. This is the severest move. With the sequence to 11, White has secured the corner and reduced Black's moyo in the upper right.

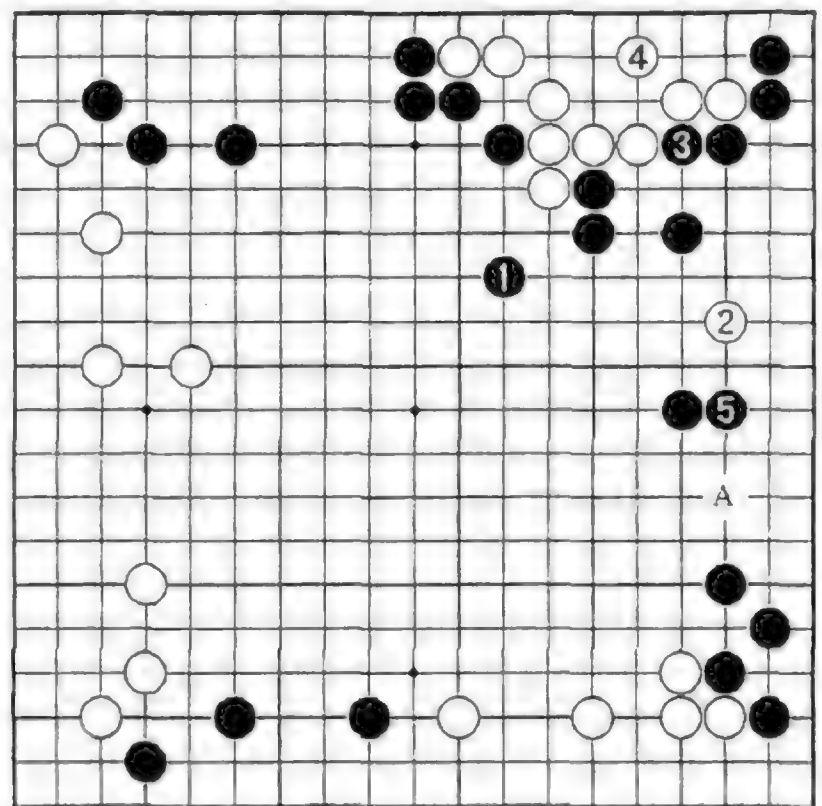


Dia. 14



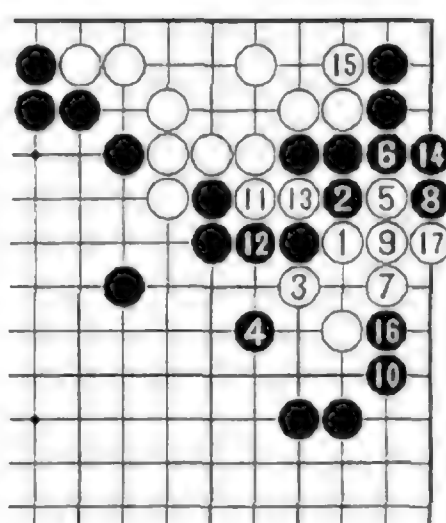
Dia. 15

Black would not be happy with this result, so he would answer White 3 with 4 and 6 in *Dia. 15*. After White 7, if Black links up with 8, White will attach with 9. Later, White can exchange A for Black B.

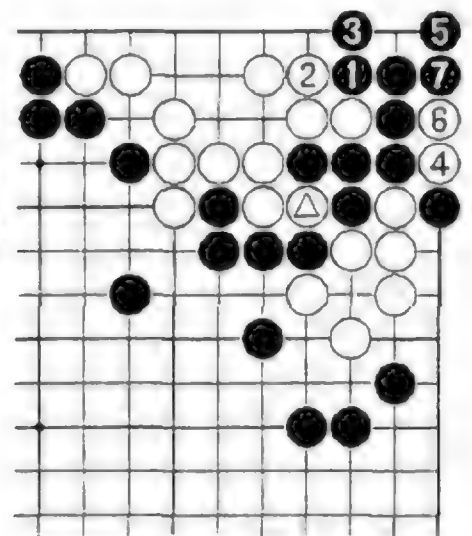


Dia. 16

A word of caution is in order, however. Once Black has played 1 (43 in the figure) in *Dia. 16*, White is confined to the corner. Now Black can answer White 2 with 3 and White must make eyes with 4, so Black 1 strengthens the black moyo. Nevertheless, Black 1 does not entirely eliminate the threat of White 2. After Black 5 in *Dia. 16*, the attachment of White 1 in *Dia. 17* could cause Black some problems. If he is not careful and plays the sequence to 14, White plays 15 and Black finds himself in a capturing race which he loses by one move.



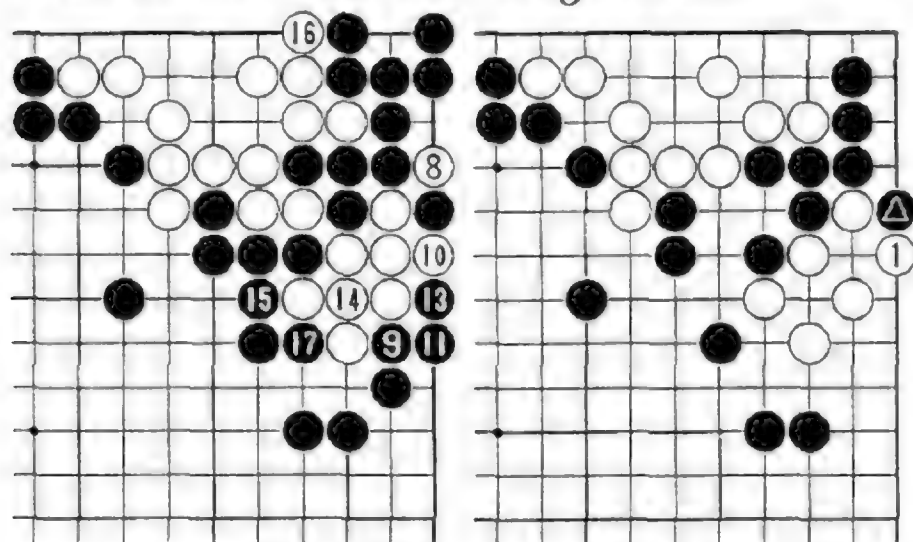
Dia. 17



Dia. 18

After White cuts with the marked stone in *Dia. 18* (White 13 in *Dia. 17*), Black must turn at 1. The key move is to fall back with 5, then when White crawls with 6, to capture with 7. Next —

White throws in with 8 in *Dia. 19*, but he loses the capturing race with the sequence to 17. Therefore, after Black ataris with the marked stone in *Dia. 20* (Black 8 in *Dia. 17*), White must block at 1 and fight a ko.



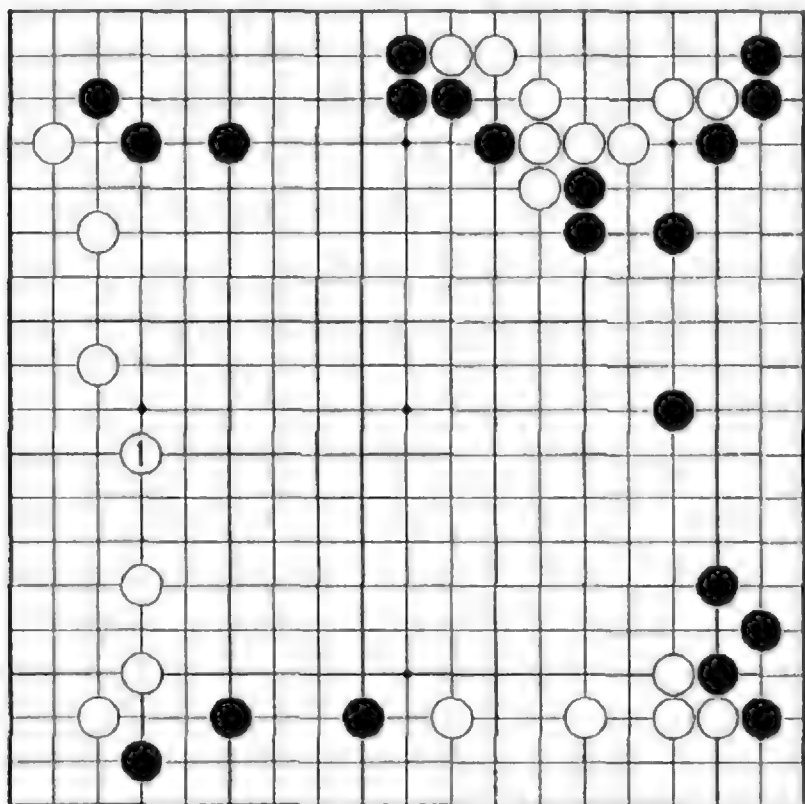
Dia. 19

Dia. 20

12: above 10

There are other responses to White 1 *Dia. 17* besides Black 2, but, as these diagrams show, there is still aji around here that White can exploit.

Even though the threat of a black invasion on the right side is still possible, after Black settled his stones with the sequence to 41 and played the knight's move of 43 in *Figure 3*, the invasion at A or 2 in *Dia. 16* has become more remote. For this reason, White 36 in *Figure 3* was a dubious move.



Dia. 21

What about White 42 in *Figure 3*? The proper move is White 1 in *Dia. 21*, but an assessment of the position shows that White's territory on the left side is equal to Black's territory at the top and bottom, but Black's right side is much bigger than White's top and bottom. Thus, White played all out with 42 in

the figure, even though it left the left side open to an invasion.

A deep invasion on the right side was now fraught with danger, yet White had to find some way to get back into the game. White 44 in *Figure 4* was a flexible move, aiming for thickness if Black surrounded the territory on the right side. On the other hand, it was not as severe as White 2 in *Dia. 16*.

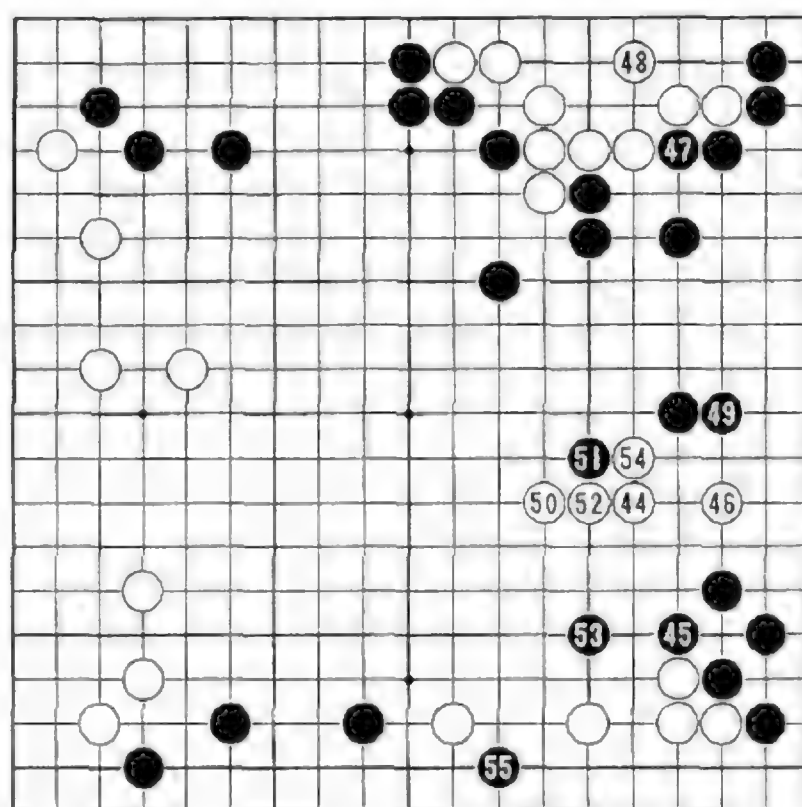
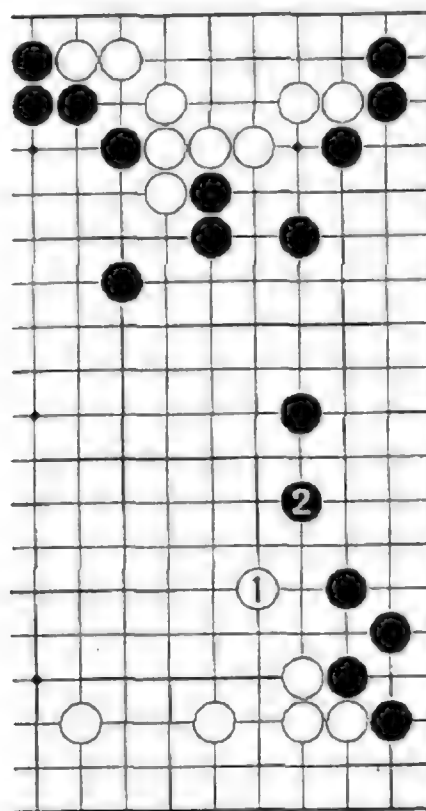
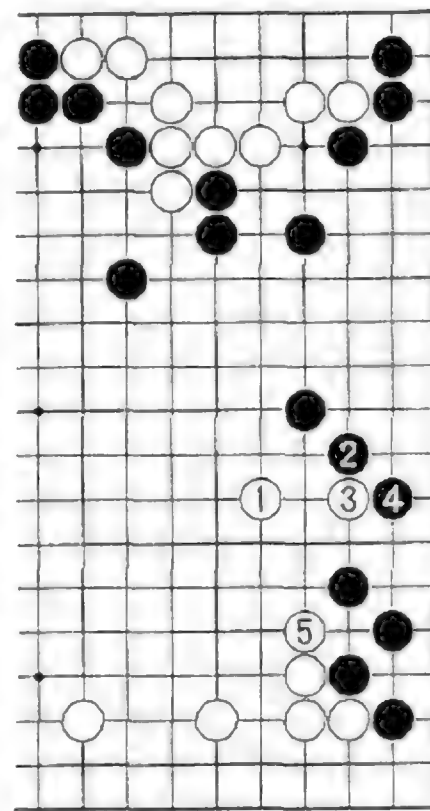


Figure 4 (44-55)



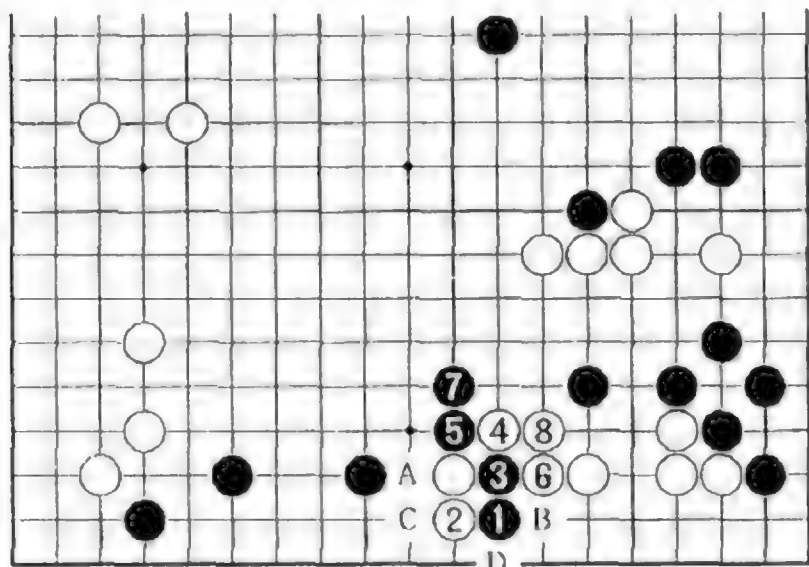
Dia. 22



Dia. 23

White 1 in *Dia. 22* is too mild. It lets Black naturally secure the right side with 2 and White's expansion at the bottom isn't enough compensation. White 1 in *Dia. 23* (White 44 in *Figure 4*), on the other hand, expands on a much larger scale. If Black plays 2 to secure the right side, White exchanges 3 for 4, before playing 5, and Black's position is depressed compared with *Dia. 22*.

Black blocked at 45 in *Figure 4* to stop White from making a wall as in *Dia. 23*. In the sequence to Black 53, White invaded the lower right side, but Black secured the upper right side and kept the white stones isolated from their allies below. Black 55 was now a nice tesuji.



Dia. 24

White could capture Black's invading stone by blocking at 2 in *Dia. 24*. However, Black will cut through with 3 and 5. White must go after the two black stones with 6, but then Black 7 keeps White's stones confined to the bottom. Later, Black can squeeze with the sequence Black A-White B-Black C-White D.

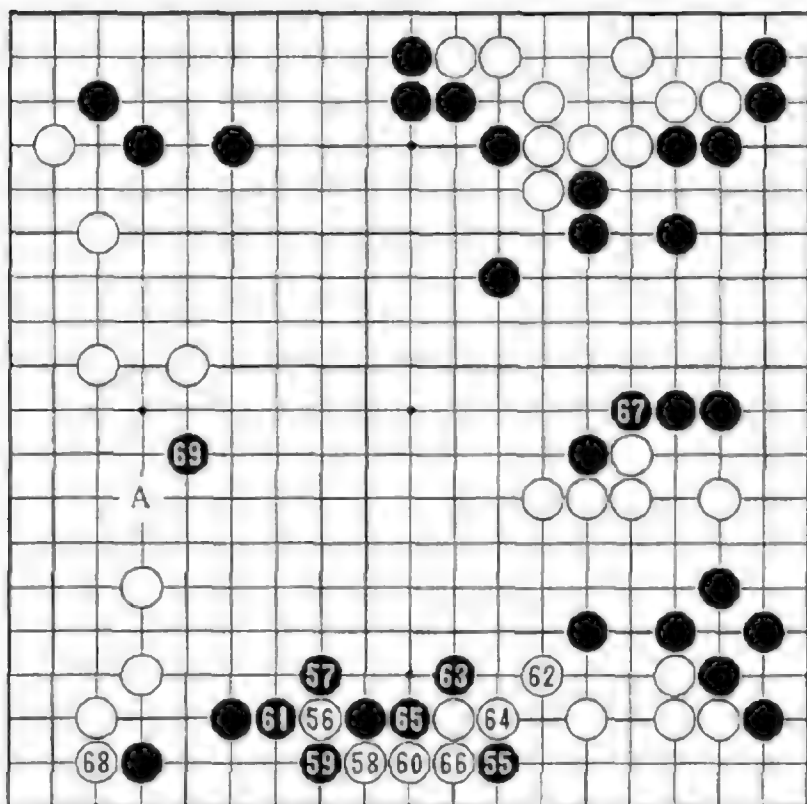
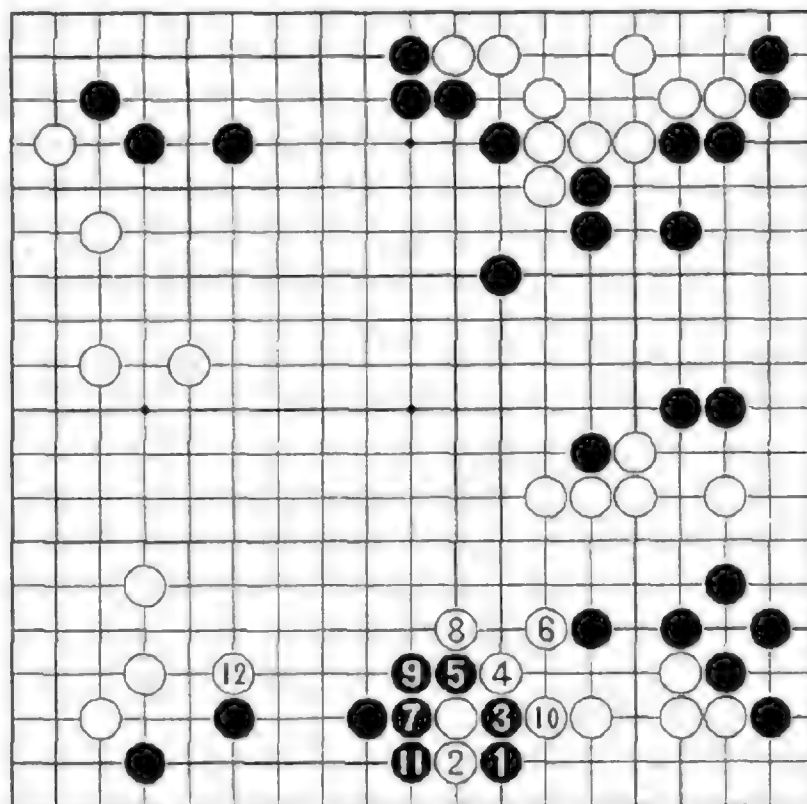


Figure 5 (55-69)

In answer to Black 55, White counterattacked with 56 in *Figure 5*. White secured his stones at the bottom with the sequence to 66, but Black became thick at the bottom, so he could now erase White's moyo on the left side with 69. Instead of 69, Black A would also be a good point to invade, but, since Black was well ahead, he chose a less risky erasure.

Actually, after Black cuts with 5, White 6 in *Dia. 25* (instead of 6 in *Dia. 24*) would have been more interesting. White reverses the squeeze and gets sente to protect the moyo on the left. This was White's last chance.



Dia. 25

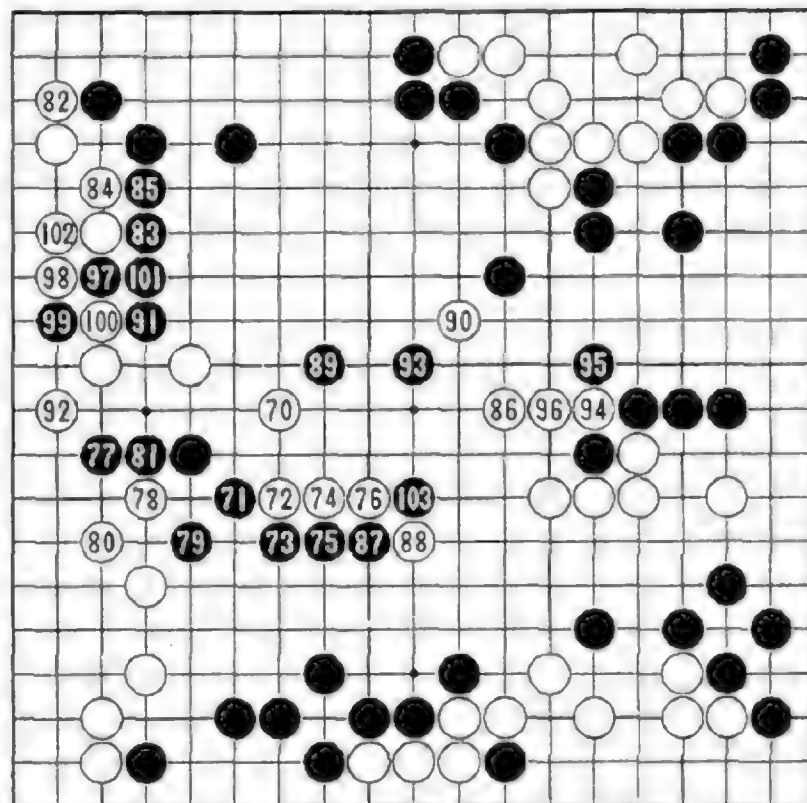


Figure 6 (70-103)

White is behind, so he can't play defensively with 70 at 77 in *Figure 6*; he must attack with 70 and 72. But Black's stones below are thick, so his stones are in no danger. Black connects with 79 and 81; the game is over.

White played on, trying to set the scene for an honorable resignation. When Black cut with 103, the game was clearly hopeless and Sonoda abruptly resigned.

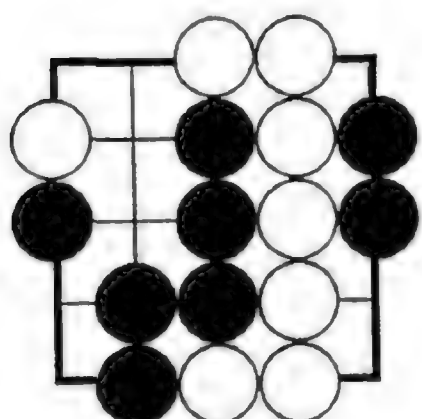
(Adapted from Michael Redmond's commentary on the *Igo/Shogi Journal* TV program, broadcast on NHK Satellite TV on July 11, 1998. Additional diagrams added by Michael to clarify points glossed over in the TV presentation.)

Endgame Problems on 5x5 boards (2)

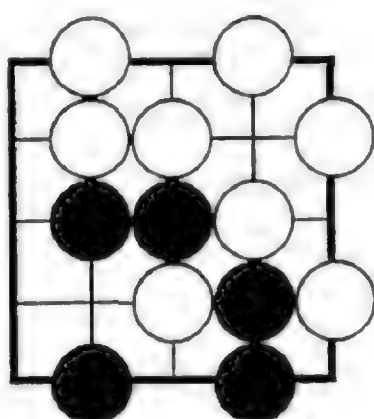
by Fukui Masaaki 8-dan

Studying the endgame on the standard 19x19 board can be quite exhausting and involve complicated calculations as well as figuring out difficult sente-gote relationships. This is one reason why many amateurs do not devote as much time to the endgame as they should. On smaller boards, however, endgame study becomes more manageable. I believe that the ideal way for players to begin their study of the endgame is to start on a 5x5 board. The board is small enough so that all you have to do is to find the key move that wins.

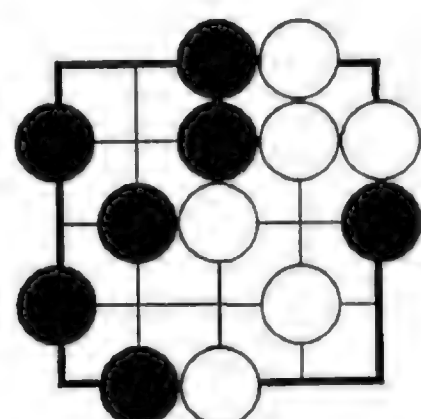
To this end I have composed a more than 250 endgame problems for this size board. I give another twelve in this installment. Regard these problems as compositions that illustrate an endgame technique. They are not the result of actual play. In all problems, Black plays first and he must win by one point or more. A draw is considered a failure. Answers begin on the next page.



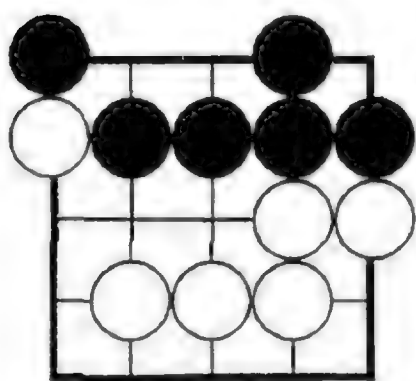
Problem 1



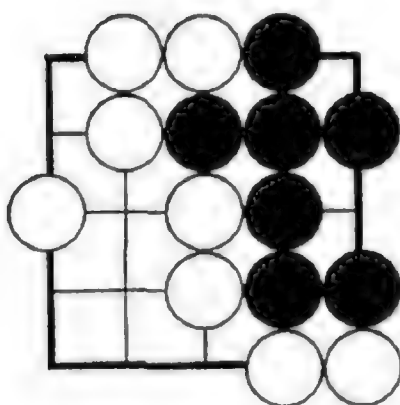
Problem 2



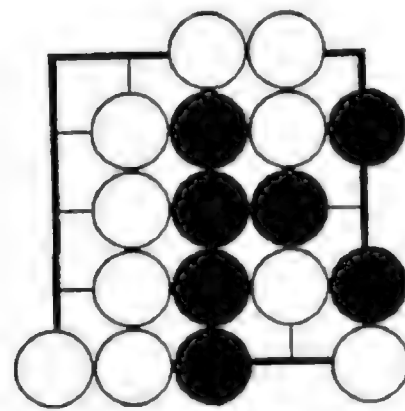
Problem 3



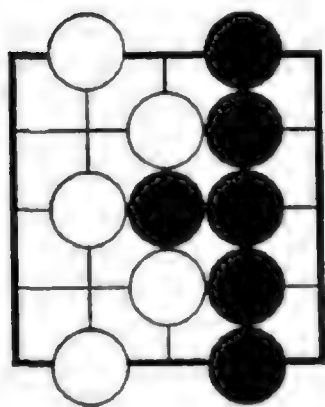
Problem 4



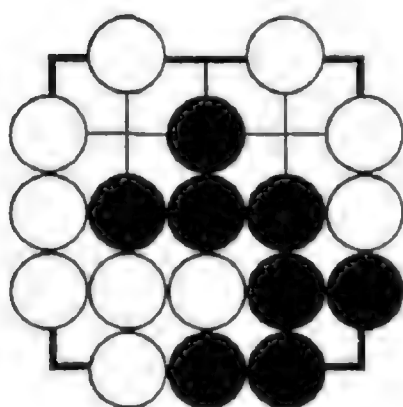
Problem 5



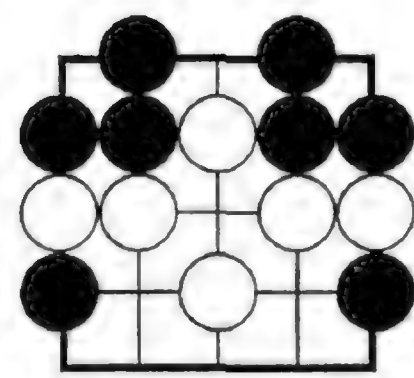
Problem 6



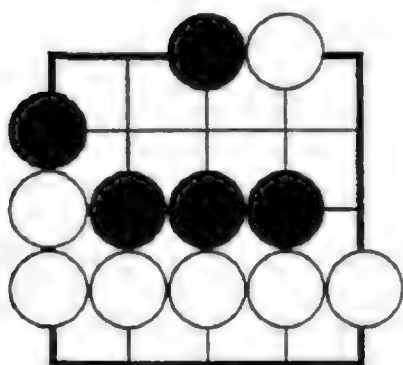
Problem 7



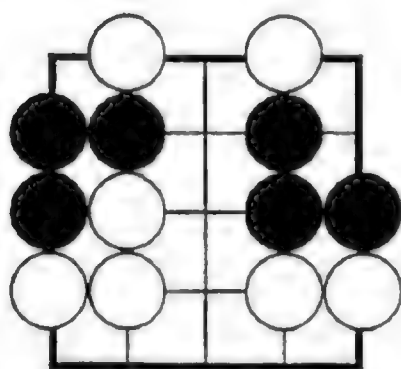
Problem 8



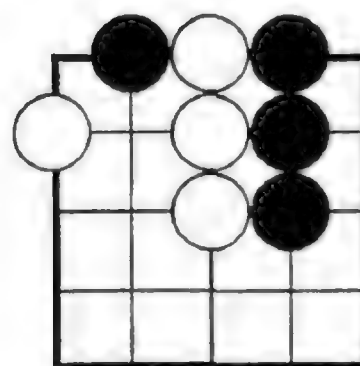
Problem 9



Problem 10

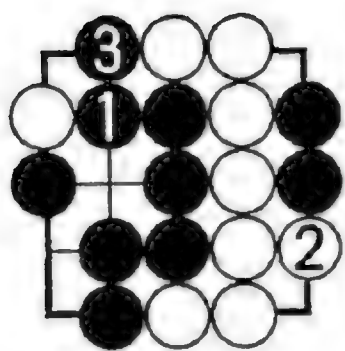


Problem 11



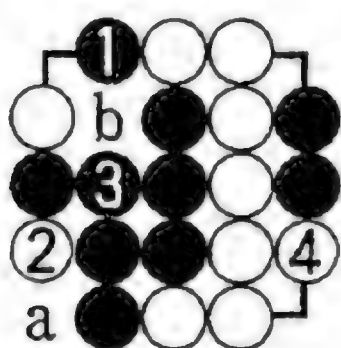
Problem 12

Answers to Endgame Problems



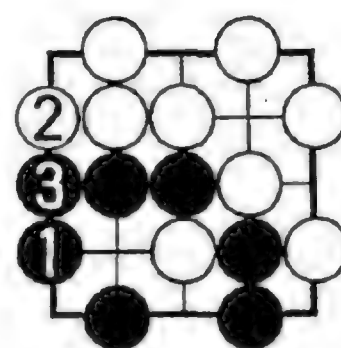
Problem 1
Failure

Black 1 fails. The result is a draw after Black blocks at 3.



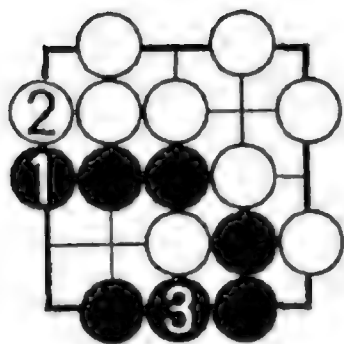
Problem 1
Black wins by one point.

Blocking at Black 1 is the correct move. Next, Black must be careful how he answers White 2. If he plays 3 at 'a', White cuts at 'b' and Black can't play 3 because he is short of liberties.



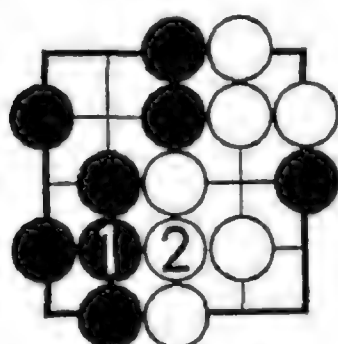
Problem 2
Failure

Black can secure his stones with 1, but White gets a draw when he plays 2. Note that Black eventually has to play another move in his territory as White will atari at the 1-1 point when he fills this liberty.



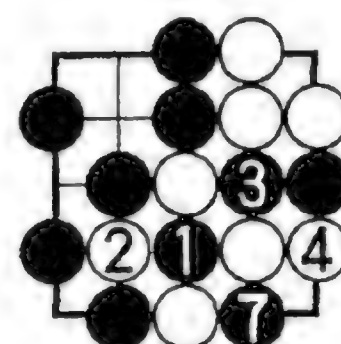
Problem 2
Black wins by one point.

Descending to Black 1 is the correct move. After White 2, Black must defend once more with 3, but this time he has five points to White's four.



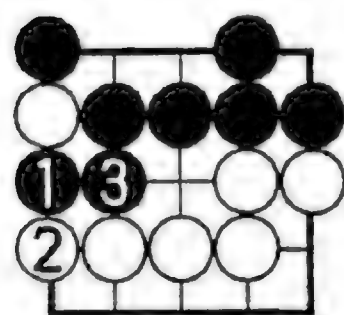
Problem 3
Failure

If Black connects at 1, White defends at 2. Black has lost by two points.



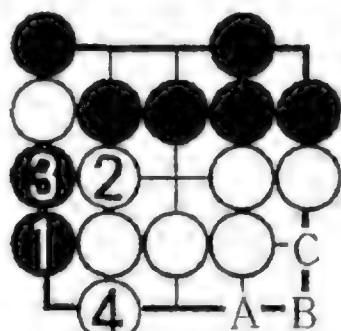
Problem 3
Black wins by three points.

Black must start a ko with 1. White takes with 2, but Black 3 is a big ko threat, so White captures with 4. Next, Black retakes the ko with 5 (at 1), White connects with 6 (at 3), and Black captures with 7.



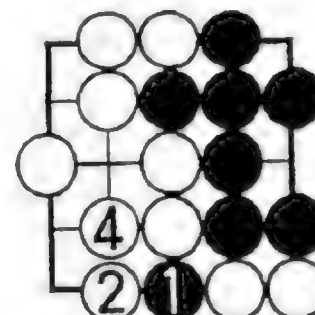
Problem 4
Failure

If Black simply plays at 1, he loses by one point after the sequence to 3.



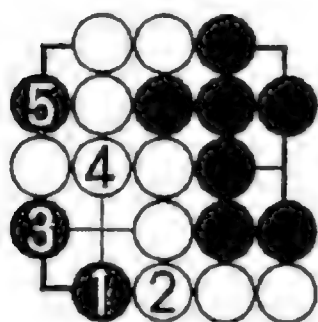
Problem 4
Black wins by one point.

Black 1 is a skillful move. After Black 3, White has to play at 4. Later when all the liberties are filled White must play at A or B because Black can start a ko with the sequence Black A-White B-Black C.



Problem 5
Failure

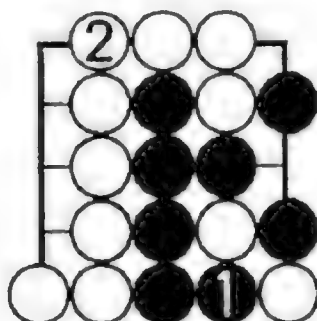
3: connects (to the right of 1)
Capturing with Black 1 seems like the obvious move, but the result is a draw. Black can do better than this.



Problem 5

Black wins by one point.

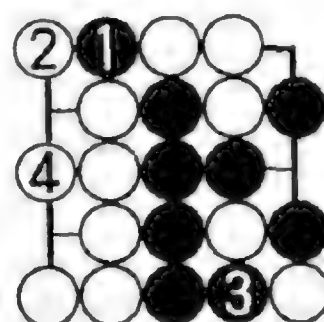
Peeping at 1, then playing 3, forcing White to connect with 4, are the tesujis. Black next plays 5, and White lives in a seki. Black has two points, while White gets one point for capturing the stone at 5.



Problem 6

Failure

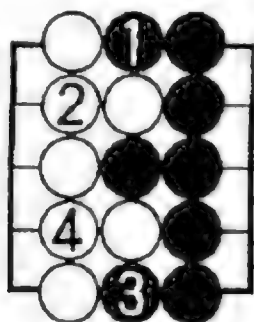
Capturing with Black 1 is too simple. The result is a draw after White connects at 2.



Problem 6

Black wins by one point.

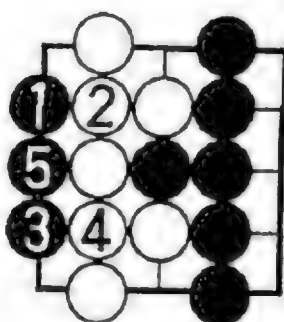
Black must first sacrifice a stone by throwing in at 1. Next, he can capture the two white stones with 3 and White has to come back and play 4 to make two eyes.



Problem 7

Failure

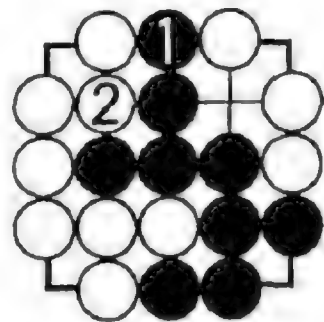
The ataris of Black 1 and 3 are unimaginative. After White connects with 4, the game ends in a draw.



Problem 7

Black wins by five points.

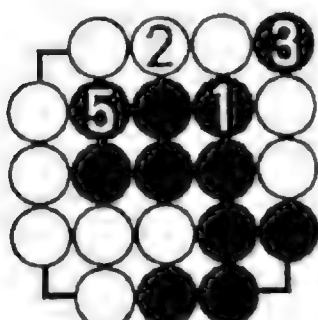
Peeping at 1 and 3 are the tesujis. White must connect at 2 and 4, enabling Black to connect at 5 and create a seki. If White 2 at 5, Black 2 makes a false eye and White dies.



Problem 8

Failure

If Black pushes in between the two white stones at the top with 1, White will play 2 and get two points. Black gets zero points, however, because his group lives in a seki.

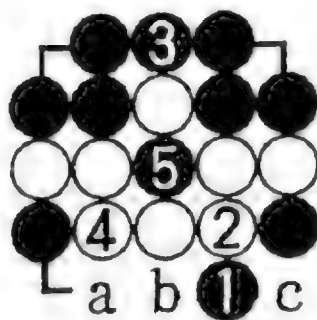


Problem 8

4: retakes below 3.

Black wins by one point.

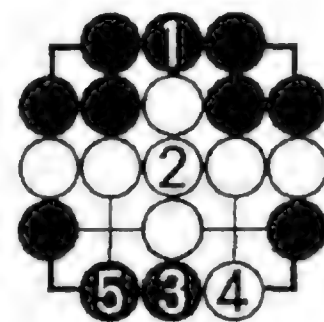
Black must atari with 3. If White connects with 2, Black captures two stones with 3. White recaptures with 4 (below 3) and Black plays 5, turning the eye in the upper left corner into a false one. Both groups live in a seki, but Black has captured one more stone than White.



Problem 9

Failure

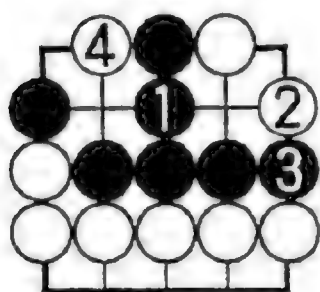
Black 1 results in a big loss. After Black 5, White will pass and let Black fill the ko. If Black 'a' next, White can capture at 'c' and live with a double ko. White can't play 'b' because he is short of liberties.



Problem 9

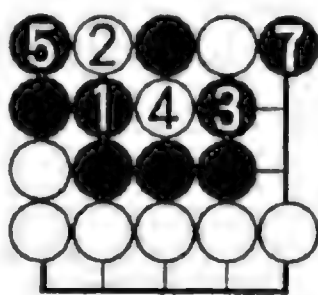
Black wins by one point.

When Black ataris at 1, White must connect at 2. Next, Black 3 is a tesuji. After Black 5, the result is a seki. White can capture the stone on the right, so he gets one point, but Black gets two points.



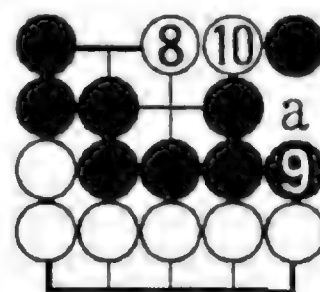
Problem 10
Failure 1

If Black connects at 1, White can create a seki with 2 and 4, and win by four points. Black 1 at 3 leads to the same result after White 2–Black 1.



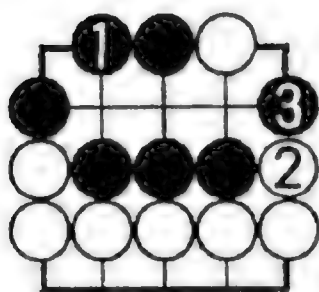
Problem 10
Failure 2

6: connects (above 4)
Against Black 1, White 2 is a skillful move. After Black 5, White connects and Black captures with 7. Next —



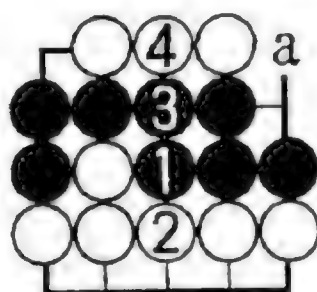
Problem 10
Continuation

The sequence continues to White 10. Eventually, White will capture at 'a' and connect, leaving the black stones in a seki. Black loses by three points.



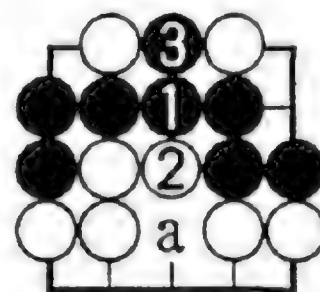
Problem 10
Black wins by two points.

Black 1 is the correct move. After the exchange of White 2 for Black 3, Black has seven points to White's five.



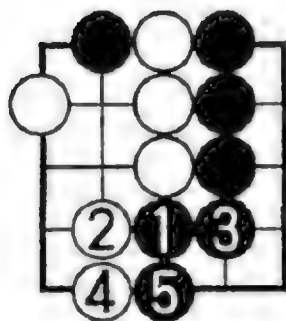
Problem 11
Failure

Black 1 fails because Black can't play a ko at 'a' (he has no ko threats), so White will be able to play at 'a' and get a seki.



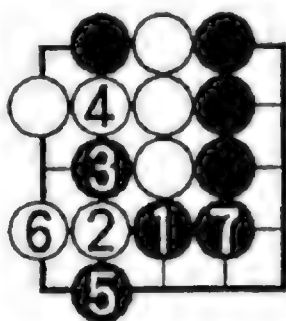
Problem 11
Black wins by one point.

Black 1 threatens to play at 'a' and capture all the white stones, so White must defend with 2. Black can now play 3, and get two eyes. Black ends with seven points to White's six.



Problem 12
Failure

The hane and connection of Black 1 and 3 seem to be the natural endgame moves, but Black loses by two points

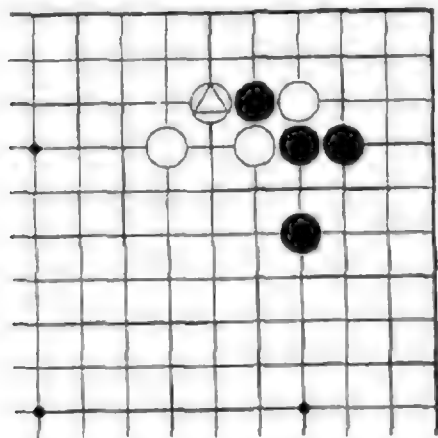


Problem 12
Black wins by one point.

The hane of Black 1 is a good move, but Black must next cut at 3, forcing White to connect at 4. Black can now atari with 5, then connect at 7. Black ends with six points to White's five.

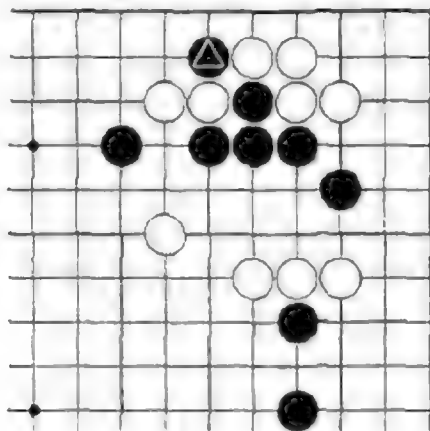
Sacrifice and Squeeze Tactics

If you are going to develop your tactical technique, you have to be willing to sacrifice stones. Sometimes, it is even necessary to increase the number of stones you sacrifice so that your opponent will have to spend more time capturing them. In the meantime, you can make good shape and thickness by squeezing. The following eleven problems are examples of this technique; you will find them quite useful when you want to make sabaki (see the following article). Answers start on the following page.



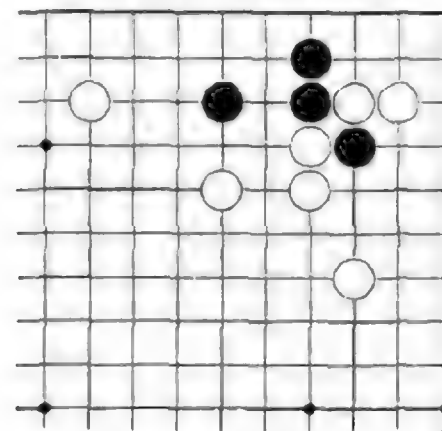
Problem 1

White has just atari'd with the marked stone. How should Black continue?



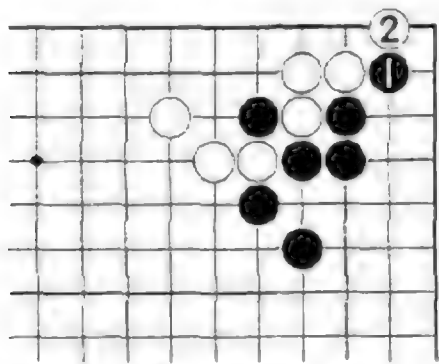
Problem 2

How can Black use his marked stone to make a thick shape before attacking White?



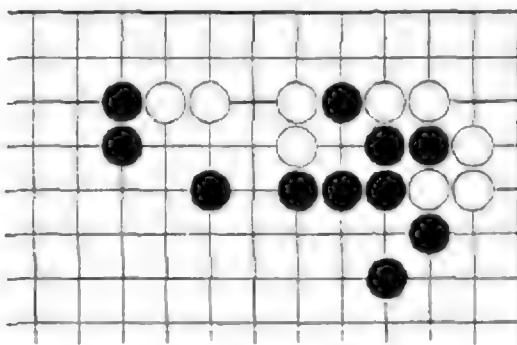
Problem 3

What is the best way for Black to live with his three stones at the top?



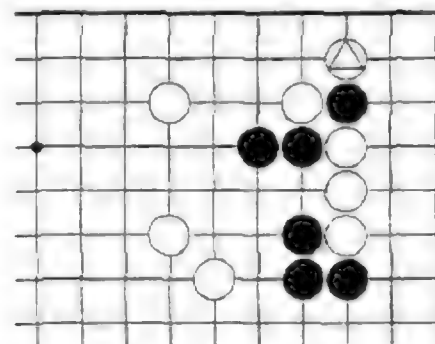
Problem 4

White 2 was a mistake. Black can now kill the four white stones at the top.



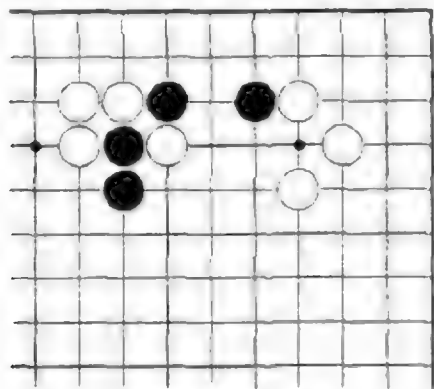
Problem 5

How can Black take away some of White's territory at the top?



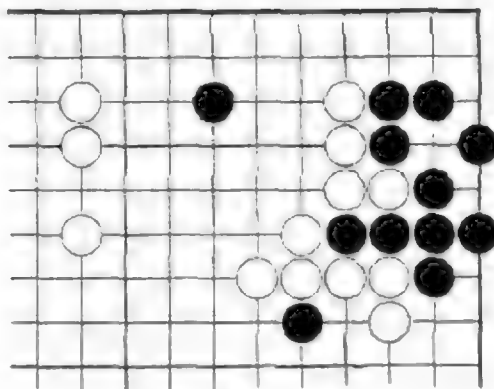
Problem 6

Black's five stones on the outside need to make good shape. How can Black do this?



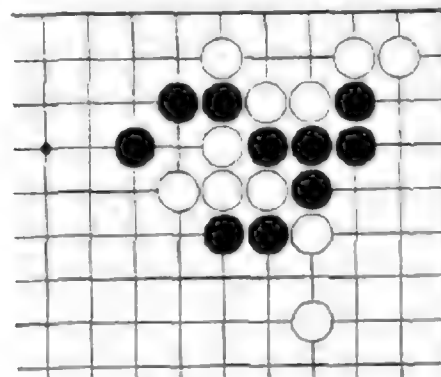
Problem 7

Black's four stones at the top need to make a coherent shape. How can Black do this?



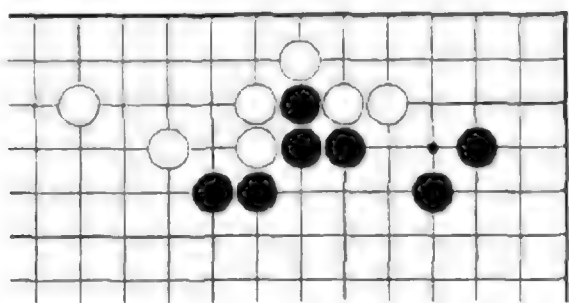
Problem 8

How can Black link up to his lone stone at the top?



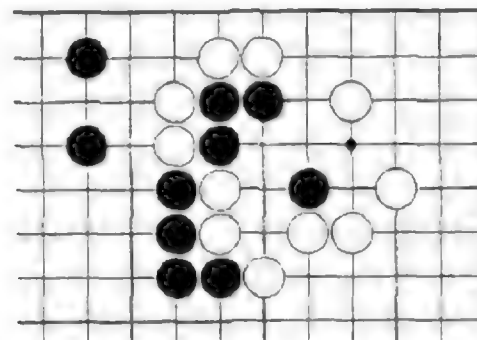
Problem 9

Black is split into three groups. What should he do?



Problem 10

White's position has many cutting points. Where should Black play?

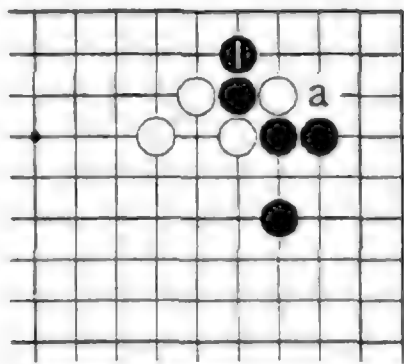


Problem 11

How can Black save his four stones trapped inside White's sphere of influence?

Sacrifice and Squeeze Tactics: Answers

Problem 1. Correct Answer

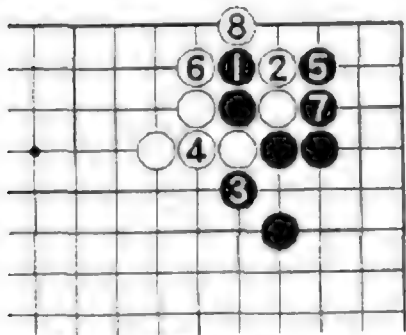


Problem 1. Correct Answer

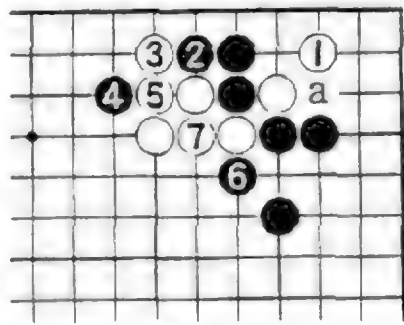
Descending to Black 1 is the tesuji. A simple atari at 'a' would create no aji.

Dia. 1. The continuation

By extending to 1, Black increases the liberties of the stones he intends to sacrifice. After White blocks with 2, Black can force with 3, then take the corner by squeezing White with 5 and 7.



Dia. 1



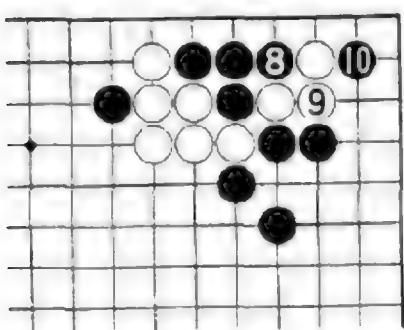
Dia. 2

Dia. 2. The diagonal move

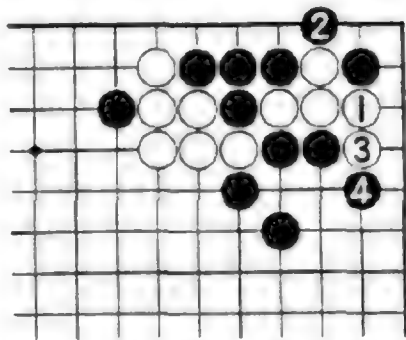
White might answer with the diagonal move of 1. If Black answers with 'a', his corner will be smaller than in the correct answer, so White 1 seems to be an efficient move. But it is not so simple. Black first forces with 2 to 6. Next —

Dia. 3. Continuation

Black ataris with 8, then plays the 'belly' tesuji of 10 after White connects with 9. Can the three white stones live?



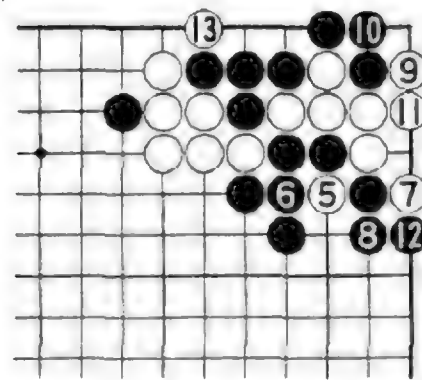
Dia. 3



Dia. 4

Dia. 4. White fights back.

White fights back by playing 1 and 3. With these two moves, he creates some aji that enables him to start a ko. Next —

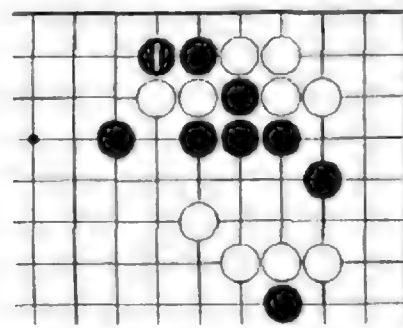


Dia. 5

Dia. 5. A ko fight

White 5 and 7 are the key moves for setting up the ko. After White 13, Black can take the stone at 7 and start the ko. Being able to take the ko first gives Black an advantage in this ko fight, which is worth 30 points. For this reason, it is not good for White to play the diagonal move of 1 in Dia. 2.

Problem 2 Correct Answer

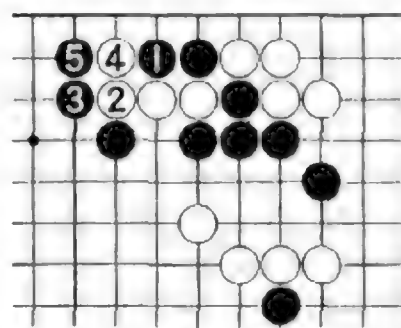


Problem 2 Correct Answer

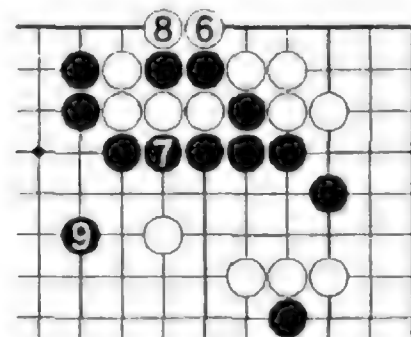
Black increases the liberties of the stone he intends to sacrifice by adding another stone to it with 1. The purpose of this move is not to escape!

Dia. 1. The squeeze

When White extends to 2, Black starts the squeeze with 3 and 5. Next —



Dia. 1



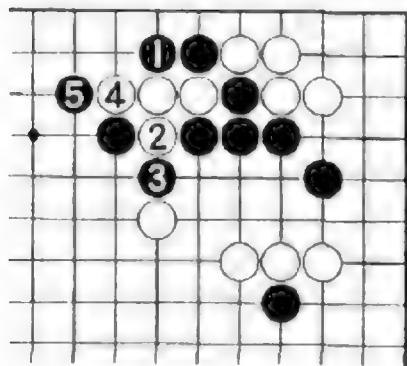
Dia. 2

Dia. 2. Continuation

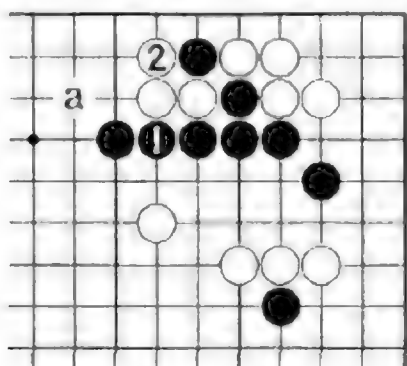
White must capture with 6 and 8, leaving Black with a thick wall. Now he can attack the white stones below by capping with 9.

Dia. 3. A ladder

White must not try to create aji by pushing in at 2. After Black blocks with 3, White can't escape with 4 because Black will capture with 5.



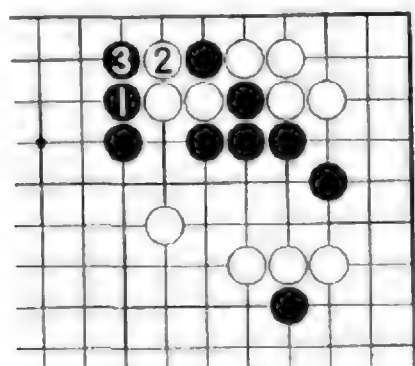
Dia. 3



Dia. 4

Dia. 4. Inadequate

Black can make a thick shape on the outside with 1, but White simply captures with 2. Since Black no longer has any sente move at the top, White can later jump out to 'a'. This result must be considered inadequate because Black has failed to completely confine White.

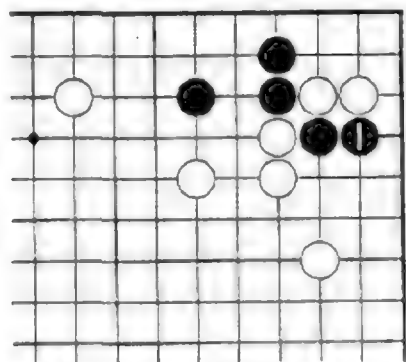


Dia. 5

Dia. 5. Gote

Black can confine White to the top by blocking at 1 and 3, but, as he ends in gote, this sequence is also inadequate.

Problem 3. Correct Answer

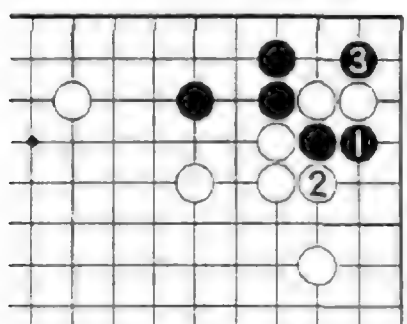


Problem 3. Correct Answer

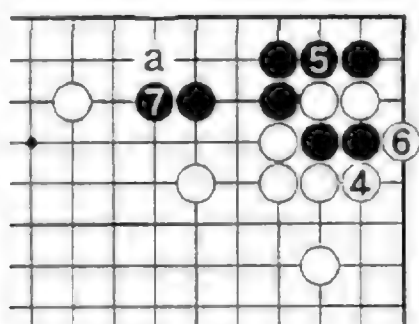
Black doesn't expect to save his stones on the right by extending to 1; rather, he intends to sacrifice them so that he can get a living shape in the corner for his three stones above.

Dia. 1. The key move

After White 2, the key move is the attachment of Black 3.



Dia. 1



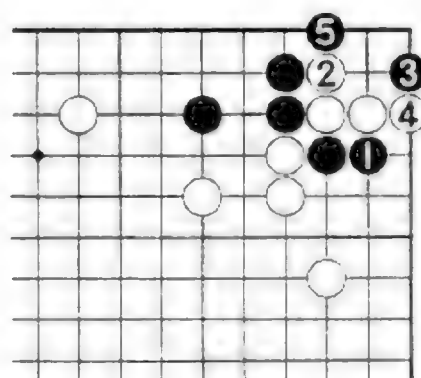
Dia. 2

Dia. 2. A settled shape

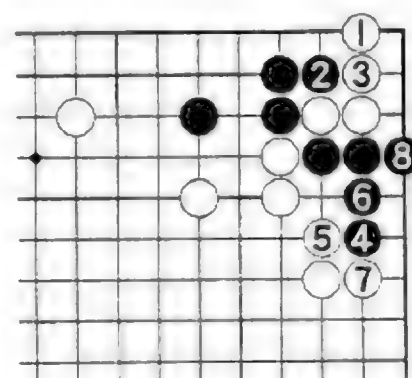
Black 5 is sente, so Black can now play 7 and live with his stones at the top. Depending on the position, Black 7 at 'a' might also be a good move.

Dia. 3. Bad for White

In answer to Black 1, White 2 is a bad move. Black plays 3 and 5, killing the white stones in the corner.



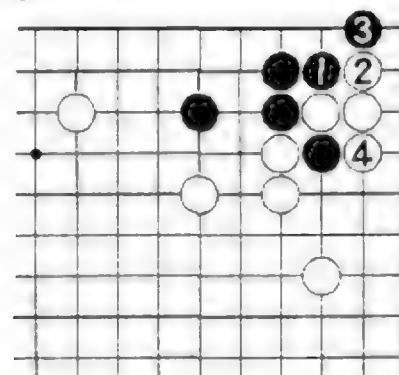
Dia. 3



Dia. 4

Dia. 4. Also bad for White

Jumping to White 1 is also bad. After the sequence to Black 8, the white stones are dead. Note that Black 8 is the only move that wins the capturing race.

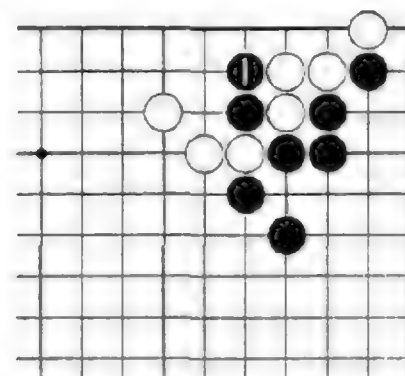


Dia. 5

Dia. 5. Failure

Black 1 is a slack move. It fails to give Black eye shape in the corner. Black will now have to fight for his life on the left. This is not the way to play go.

Problem 4. Correct Answer

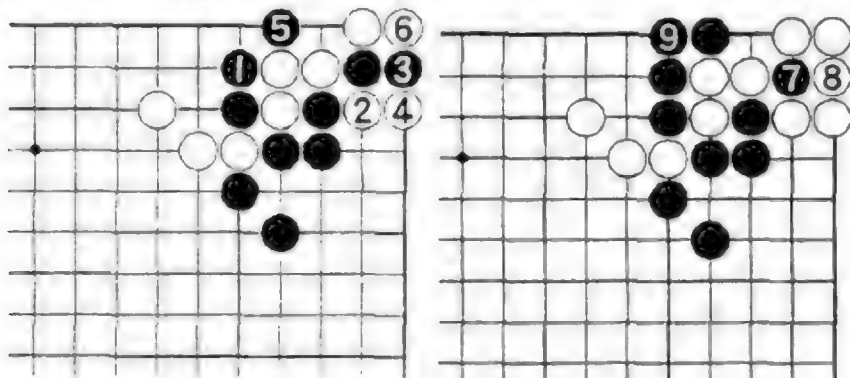


Problem 4. Correct Answer

Even though the black stone in the corner is in danger of being captured, Black 1 here is the correct move. Next —

Dia. 1 The stone tower

When White ataris with 2, Black descends to 3, denying White's stones eye shape in the corner. Black now ataris with 5 and White captures with 6. This white shape is known as 'the stone tower'. Next —



Dia. 1

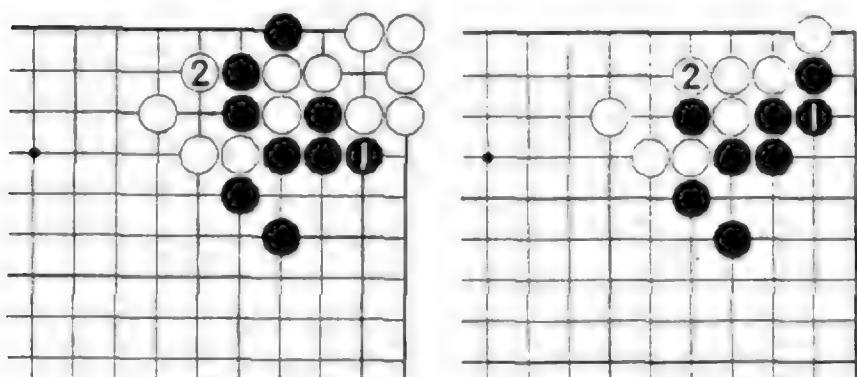
Dia. 2

Dia. 2. Continuation

Black throws in with 7, then connects with 9. The white stones in the corner are dead. You should confirm for yourself that there is no way for White to escape.

Dia. 3. The order of moves

Black 9 in *Dia. 2* is the key move. If Black plays 1 on the right first, White can kill the two black stones by attaching with 2.

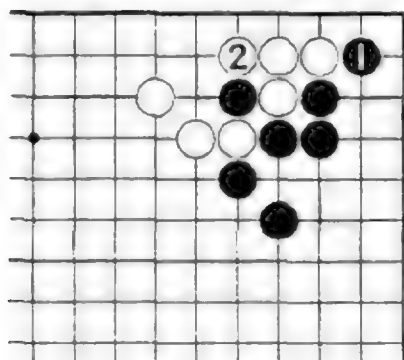


Dia. 3

Dia. 4

Dia. 4. A lost chance

Black loses his chance to make a big profit if he connects at 1. White will fix up the defect in his position by defending with 2.

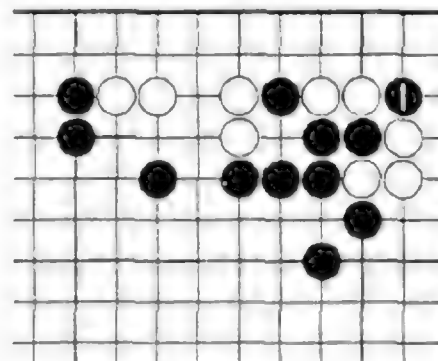


Dia. 5

Dia. 5. How White should have played.

When Black blocked with 1 in the problem diagram, White should have fallen back and defended with 2.

Problem 5. Correct Answer

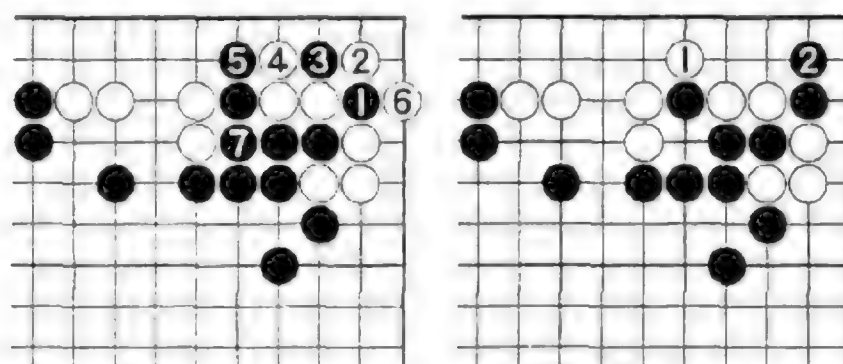


Problem 5. Correct Answer

The cut of Black 1 is the tesuji. White's stones at the top are now in trouble. Next —

Dia. 1. Continuation

If White ataris with 2, Black ataris with 3 and 5, then connects at 7. White lives in the corner, but his stones on the left are dead.



Dia. 1

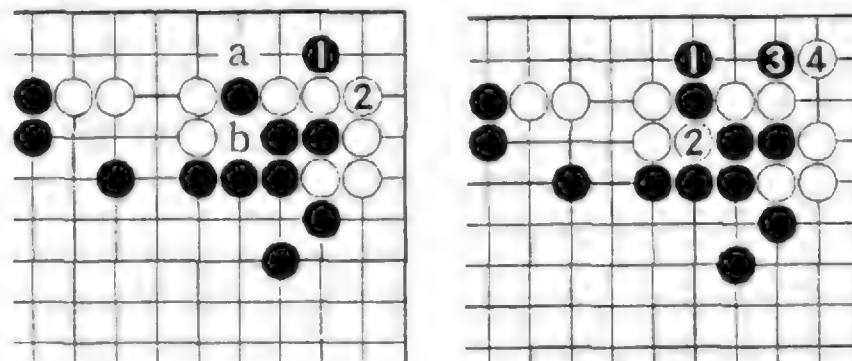
Dia. 2

Dia. 2. Variation

White might choose to atari with 1, but Black is satisfied to extend into the corner with 2, capturing three white stones on the right.

Dia. 3. Failure 1

Black 1 looks like a tesuji, but it is not. White connects at 2. White can save all of his stones by playing at either 'a' or 'b'.



Dia. 3

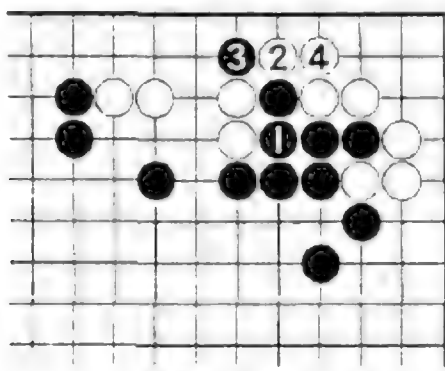
Dia. 4

Dia. 4. Failure 2

Descending to Black 1 also fails. White cuts with 2 and he easily wins the capturing race after the exchange of Black 3 for White 4.

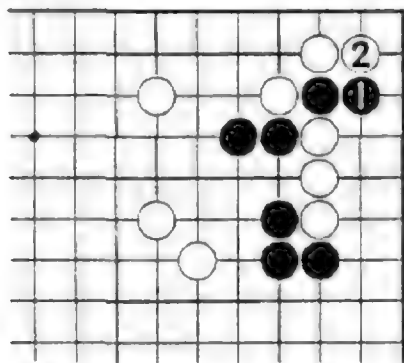
Dia. 5. Failure 3

If Black connects with 1, there is no aji left to exploit after White blocks with 2. If Black 3, White connects with 4 and Black can't rescue the stone at 3.



Dia. 5

Problem 6. Correct Answer

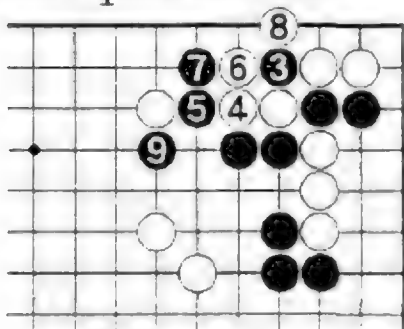


Problem 6. Correct Answer

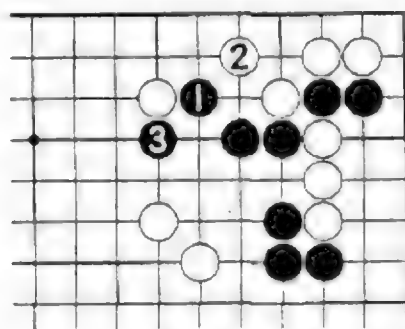
Black descends to 1. If White next blocks with 2 —

Dia. 1. Continuation

White cuts with 3, then squeezes with 5 and 7. When White captures with 8, Black quells the lone white stone at the top with 9. White's two other stones in the center now look quite forlorn.



Dia. 1



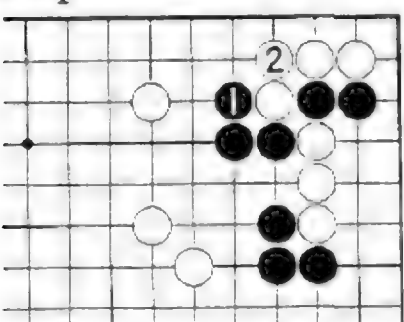
Dia. 2

Dia. 2. Failure 1

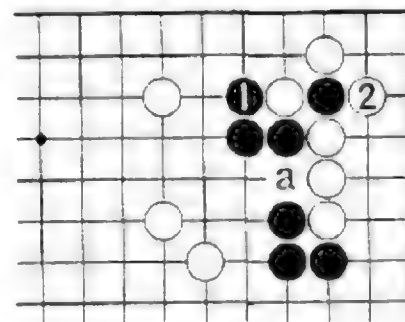
Black 1 and 3 seem to be accomplishing the same thing as the sequence in *Dia. 1*, but the stone above 3 still has some aji, so this sequence is inadequate.

Dia. 3. Failure 2

Black 1 is even worse than *Dia. 2*. Black has failed to fully utilize his two sacrifice stones in the corner, and his stones still lack eye shape.



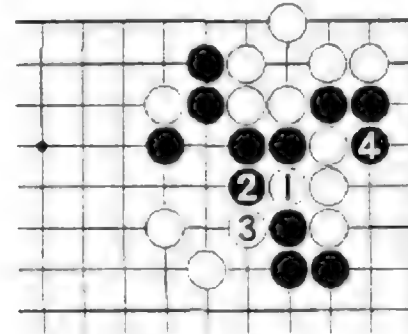
Dia. 3



Dia. 4

Dia. 4. Failure 3

Simply playing atari with 1, without extending as in the correct answer, is the worst possible move. Black must now worry about the cut at 'a'.

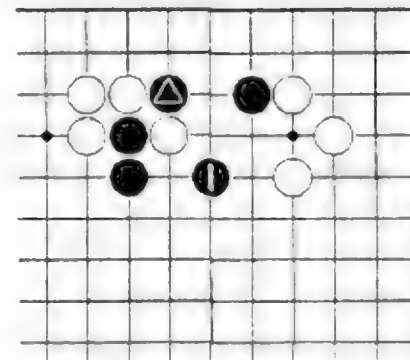


Dia. 5

Dia. 5. The cut fails

After Black has played the sequence in *Dia. 1*, White can't cut through with 1 and 3 because Black will play 4 and capture four white stones.

Problem 7. Correct Answer

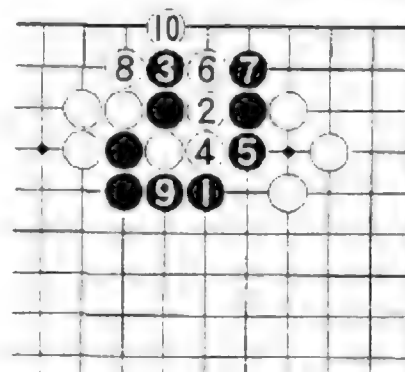


Problem 7. Correct Answer

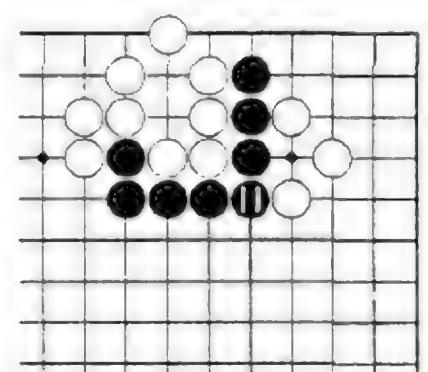
Black 1 is the tesuji. Even though Black will lose the marked stone, it is going to be of use to him in making good shape. Next —

Dia. 1. Continuation 1

When White ataris with 2, Black descends to 3, so as to increase the sacrifice to two stones. Now the squeeze is set up and Black wrings all he can get from it with the sequence to 10.



Dia. 1



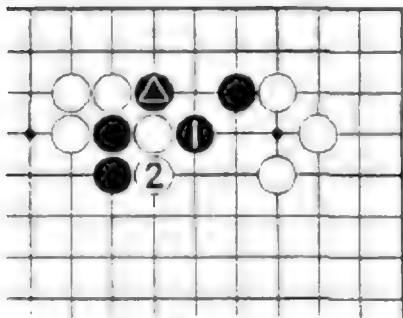
Dia. 2

Dia. 2. Continuation 2

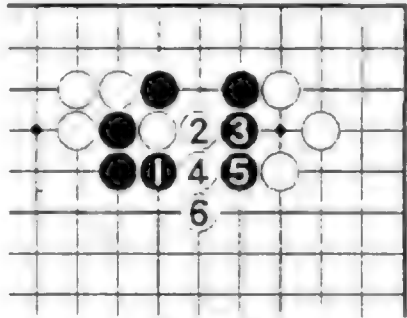
The skirmish comes to a pause when Black connects at 11. Black is thick in the center and this thickness has a deleterious effect on the three white stones on the right. Black should be quite happy with this result.

Dia. 3. Failure

Black tries to help his marked stone with the atari of 1, but, in doing so, he ends up with two weak groups.



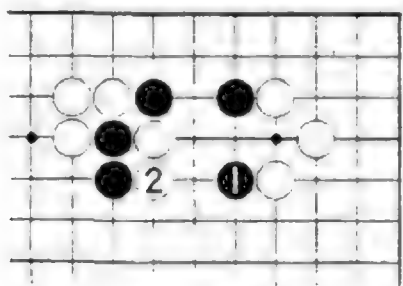
Dia. 3



Dia. 4

Dia. 4. Failure 2

Playing atari with 1, then pushing through with 3 and 5, also fails. Again Black's stones are split up and they lack strategic coherence.

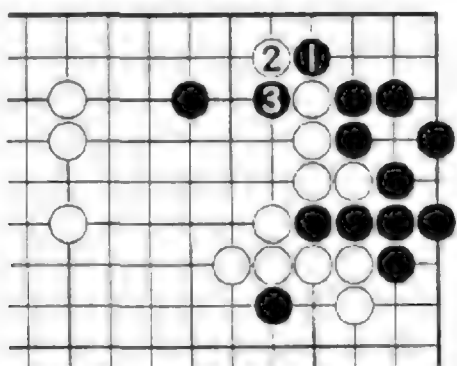


Dia. 5

Dia. 5. Failure 3

Against Black 1, White simply plays 2 and Black can't expect a good result.

Problem 8. Correct Answer

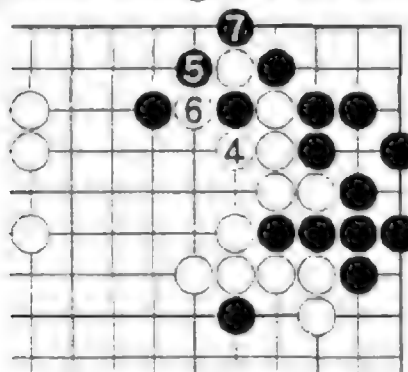


Problem 8. Correct Answer

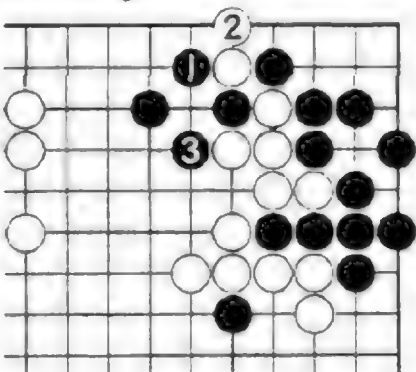
The hane of Black 1 and the cut of 3 are the tesujis. Next —

Dia. 1. Continuation

White ataris with 4 and Black must respond with the counteratari of 5. White captures with 6, but Black ataris at 7; he is prepared to fight a ko if necessary.



Dia. 1



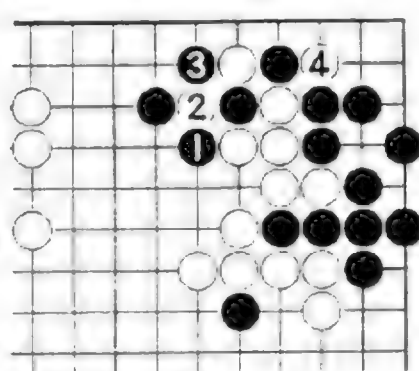
Dia. 2

Dia. 2. Variation

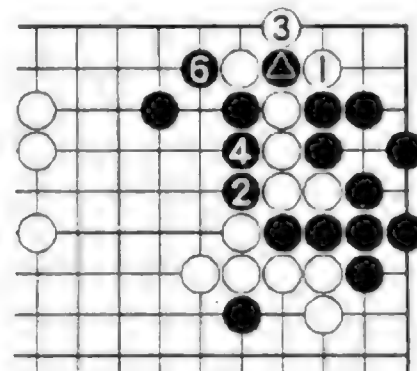
Instead of 6 in Dia. 1, White might descend to 2. Black will then set up a ko by atari with 3. Since Black's stones on the right are strong, he is risking very little with the chance of a huge gain if he wins this ko. Hence, this is an excellent result for him.

Dia. 3. Caution

The order of moves in Dia. 1 is critical. Black must not play 1 in this diagram first. If he does, White will play 2 and 4; Black's position has collapsed.



Dia. 3

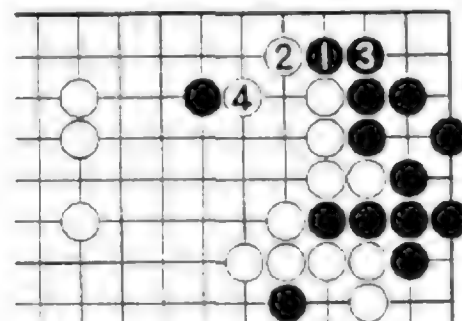


Dia. 4

5: connects

Dia. 4. Prepared to sacrifice

Instead of 4 in Dia. 1, White might atari with 1 here. In this case, Black must be prepared to sacrifice the marked stone and squeeze with 2 and 4. After White connects at the marked stone, Black plays 6 and the white stones in the corner are dead.

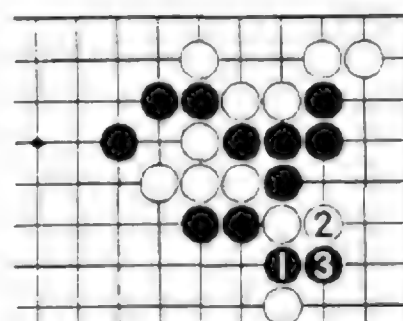


Dia. 5

Dia. 5. Failure

If Black connects with 3, White plays 4 and Black has missed an opportunity to destroy White's territory.

Problem 9. Correct Answer

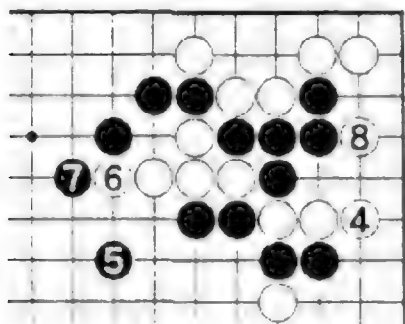


Problem 9. Correct Answer

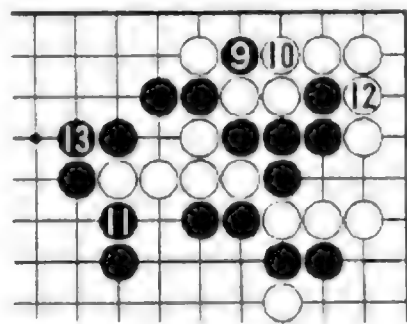
If Black is going to give his stones strategic coherency, he has to sacrifice his stones on the right. He starts with 1 and 3. Next —

Dia. 1. Continuation 1

After White 4, Black casts a net with 5. White exchanges 6 for 7 to create defects in Black's position, but he must go back and play 8 to avoid losing the capturing race. Next —



Dia. 1



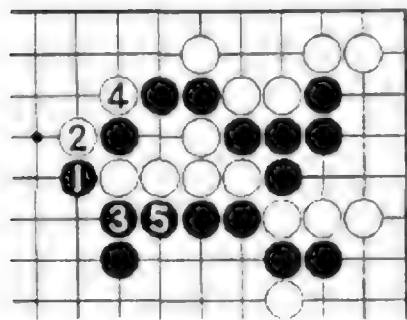
Dia. 2

Dia. 2. Continuation 2

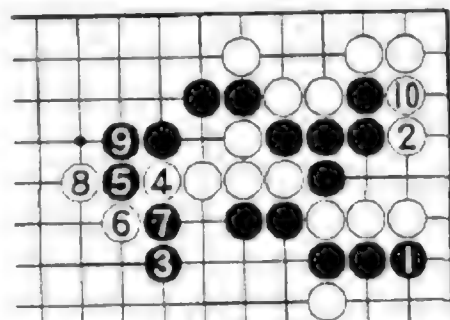
The sequence continues to Black 13. The result is even. Although White has taken more than 20 points of territory in the corner, Black should be satisfied with the strategic influence he has gained in the center.

Dia. 3. White must be careful.

When Black blocks at 1 (Black 7 in *Dia. 1*), it is tempting for White to cut at 2 and atari with 4. However, Black ataris with 5 and White can't capture because of a snapback.



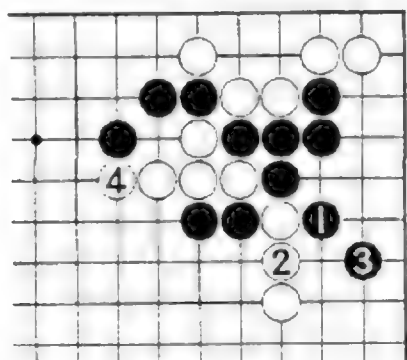
Dia. 3



Dia. 4

Dia. 4. Failure 1

Black 1 does increase Black's influence down the right side, but it loses a move in the capturing race. White can separate the black groups with 6 and 8 before going back and playing 10.

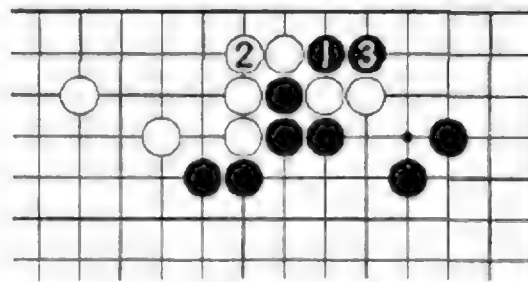


Dia. 5

Dia. 5. Failure 2

Black can live with his stones on the right by playing 1 and 3, but his two groups of stones on the left are separated and without eyes. Black's position is now hopeless.

Problem 10. Correct Answer

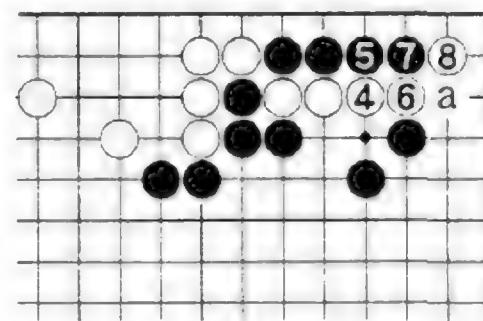


Problem 10. Correct Answer

Black should cut at 1. If White answers at 2, Black can go after the two white stones on the right. But the continuation is not so simple. Next —

Dia. 1. Continuation 1

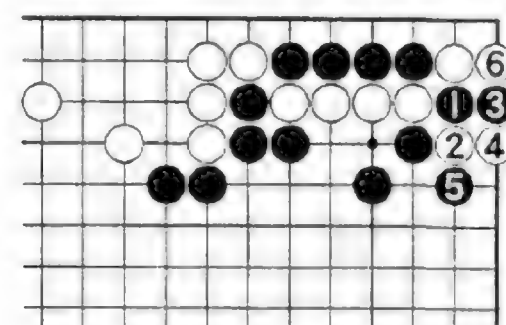
White resists by running away with 4 and 6, then blocking with 8. Note that if White plays 8 at 'a', Black will easily win the capturing race. Next —



Dia. 1

Dia. 2. Continuation 2

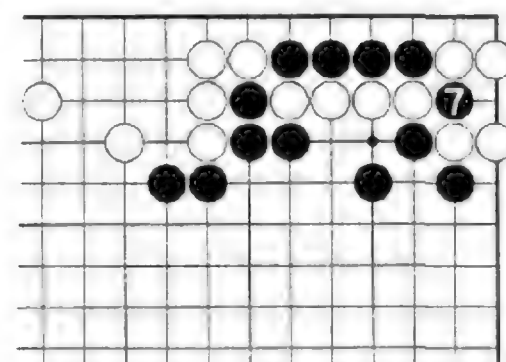
Black cuts at 1, then descends to 3 after White ataris with 2. Here again is the 'stone tower' shape that we saw in *Problem 4*. After White captures with 6 —



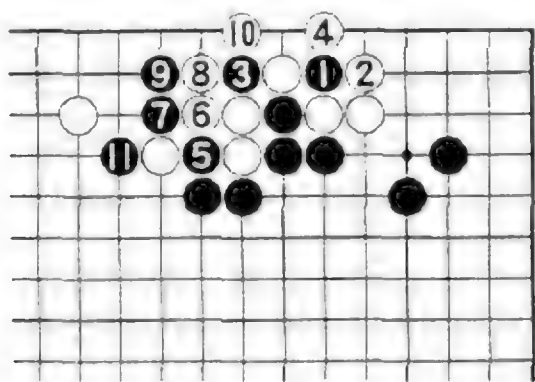
Dia. 2

Dia. 3. Continuation 3

Black throws in at 7 and it is all over. Confirm for yourself that Black wins the capturing race.



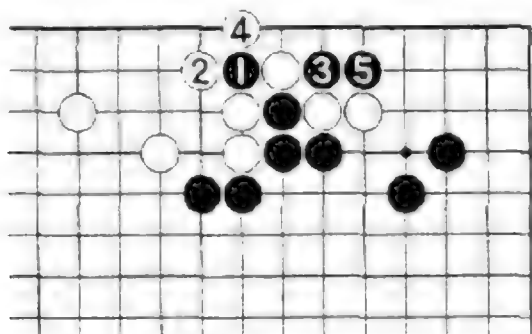
Dia. 3



Dia. 4

Dia. 4. Variation

White could capture the cutting black stone with 2. The sequence to Black 11 would follow. White gets a small life at the top, but Black has broken into his territory in the top left. This is also a good result for Black.

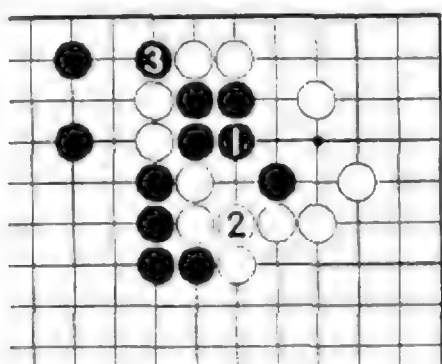


Dia. 5

Dia. 5 Inferior

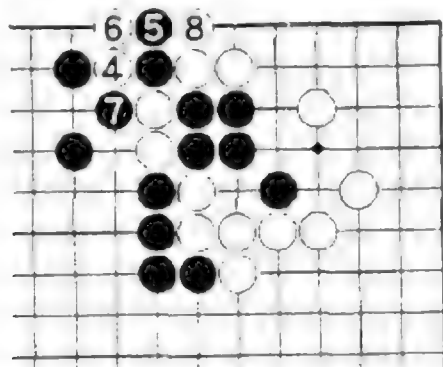
Cutting on the left with Black 1 is inferior. White captures with 2 and, although he still loses the corner after Black 3 and 5, his position on the left is stronger as a result of having captured a stone.

Problem 11. Correct Answer



Problem 11. Correct Answer

Black first plays 1, increasing his liberties by threatening a snapback and forcing White to connect at 2. He next cuts at 3.

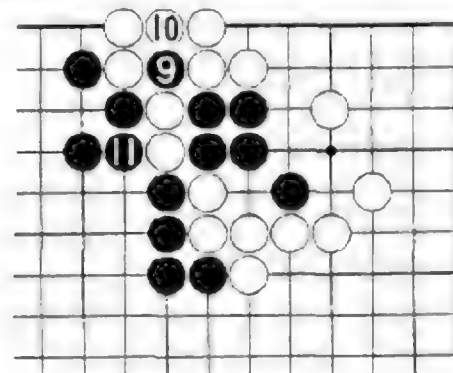


Dia. 1

Dia. 1. Continuation 1

White ataris with 4, but Black descends to 5, setting up the 'stone tower' formation that

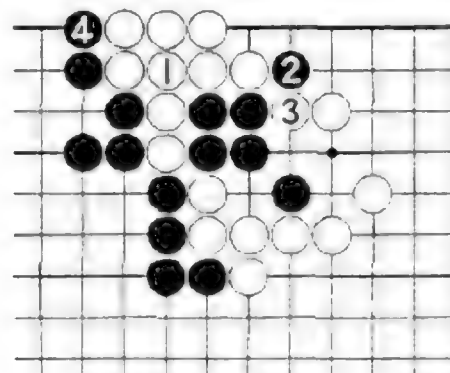
you should now be familiar with. After White captures with 8 —



Dia. 2

Dia. 2. Continuation 2

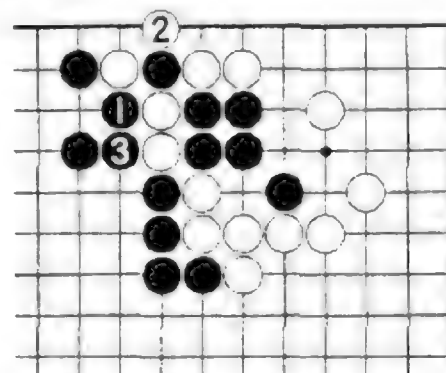
White throws in with 9, then squeezes with 11. Next —



Dia. 3

Dia. 3. Continuation 3

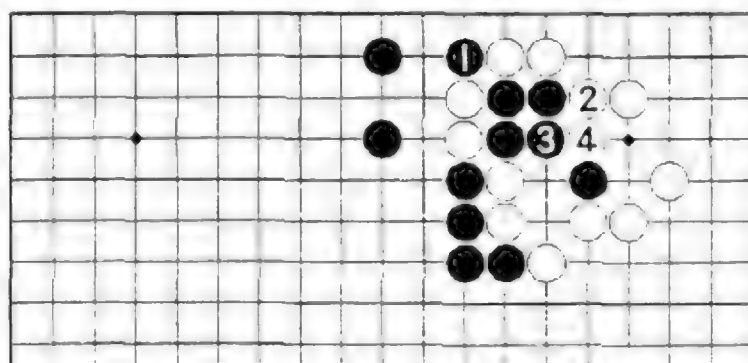
After Black 11 in Dia. 2, White connects at 1, but the nine stones, making up his stone-tower formation, are doomed after Black plays 2 and 4.



Dia. 4

Dia. 4. Failure 1

Descending with 5 in Dia. 1 is a key move. If Black simply cuts at 1, White captures with 2 and Black can't win the capturing race.



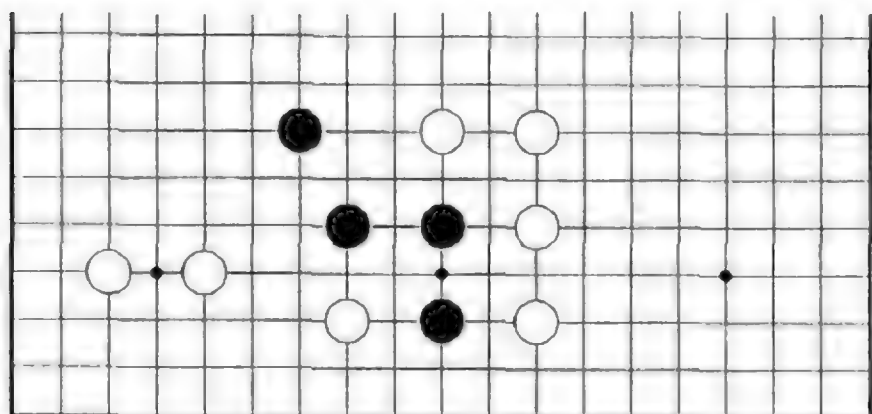
Dia. 5

Dia. 5. Failure 2

Cutting at Black 1 first is also bad. White ataris with 2 and 4, capturing the trapped black stones.

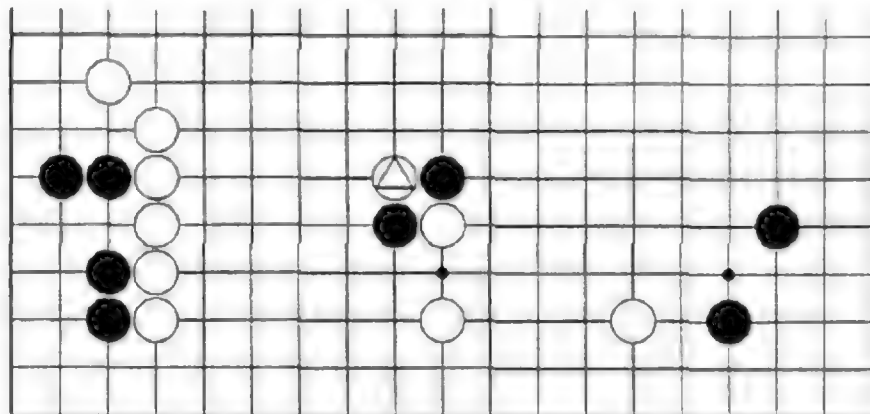
Making Sabaki

There are times when you will find your stones outnumbered in one part of the board, so you will not be able to make territory there. Your best course of action then is to simply make good shape, rich in eye potential, so that your stones, if attacked, can easily make eyes or escape. This technique is known as sabaki in Japanese. In making sabaki, sacrifices are not unusual and some of the sacrifice and squeeze tactics in the preceding article are often used. Here are six problems for you to contemplate and solve.



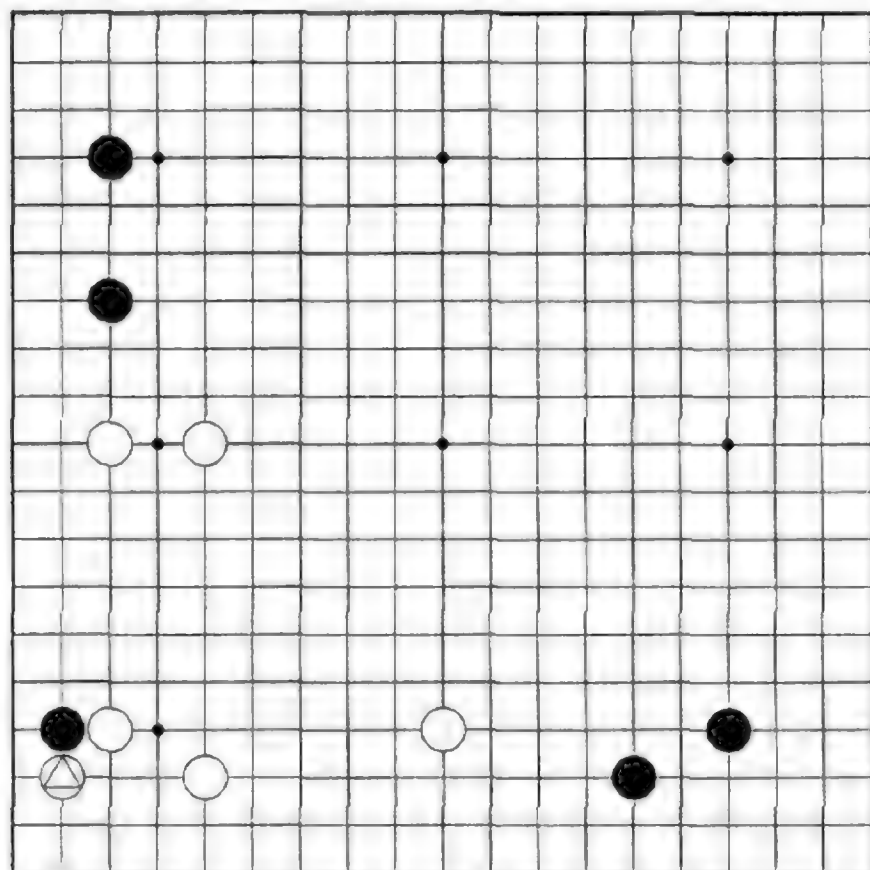
Problem 1

Black's four stones are under attack. How can he make sabaki?



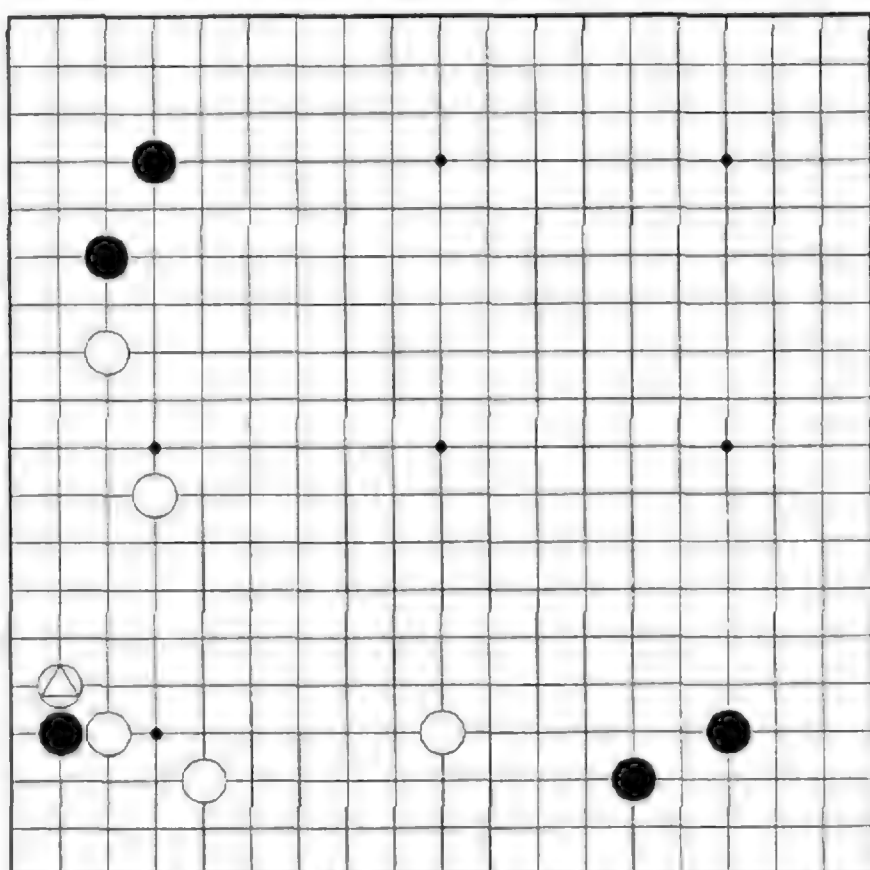
Problem 2

White has crosscut with the marked stone. How can Black make sabaki?



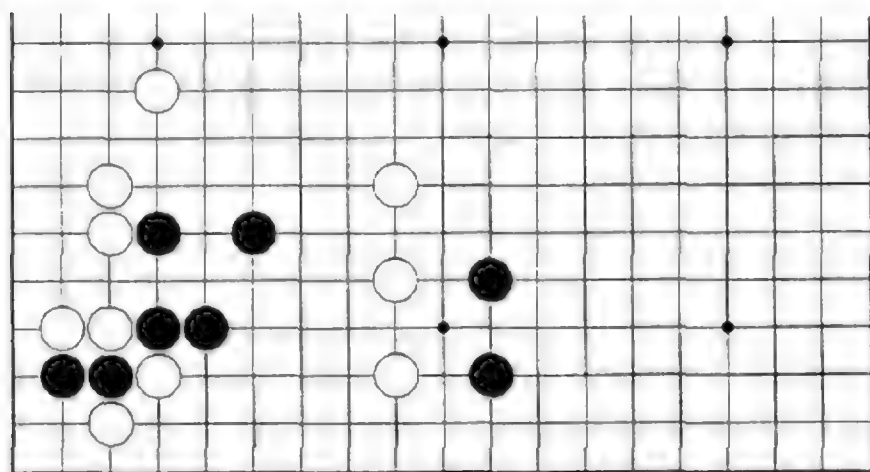
Problem 3

White has answered Black's probe in the lower left corner with the marked stone. How can Black destroy White's moyo?



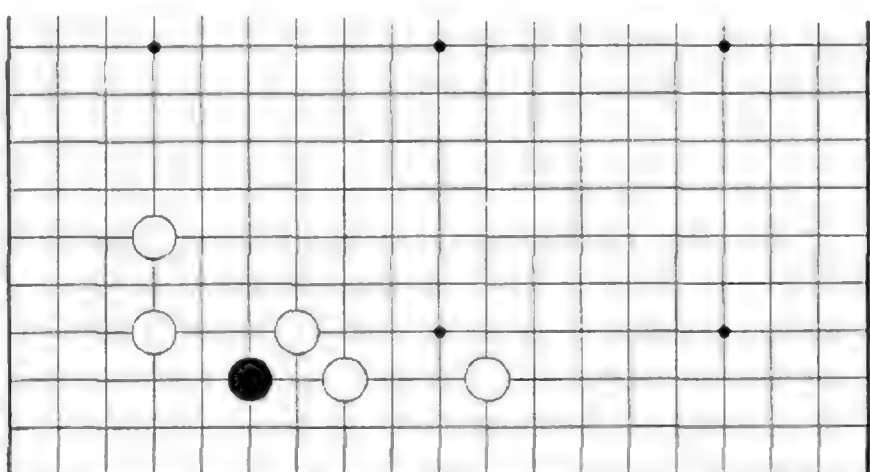
Problem 4

This time White answers on the outside with the marked stone. How should Black play in this case?



Problem 5

Black's six stones on the left seem to be in trouble. How can Black rescue four of them?

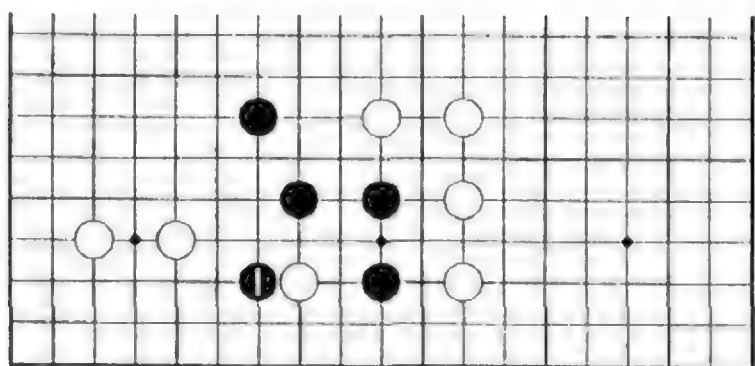


Problem 6

The black stone looks hopeless. What should Black do?

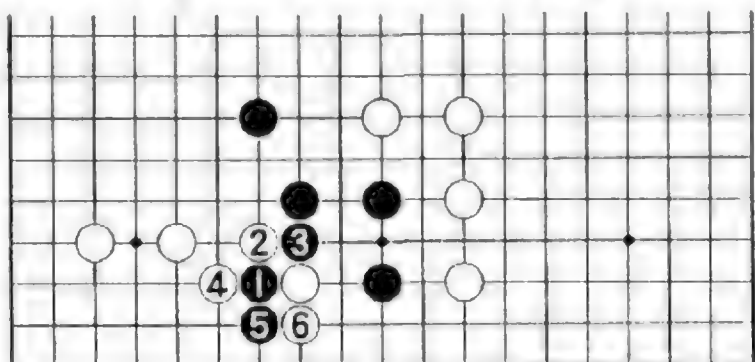
Making Sabaki: Answers

Problem 1. Correct Answer



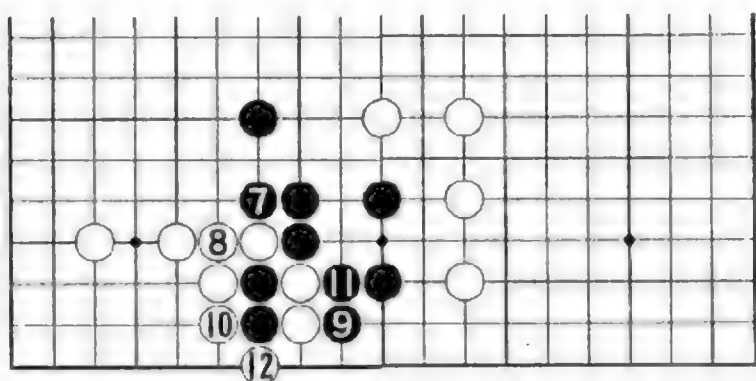
Problem 1. Correct Answer

There is a proverb that advises you to attach when you want to strengthen weak stones. The place to attach in this position is 1.



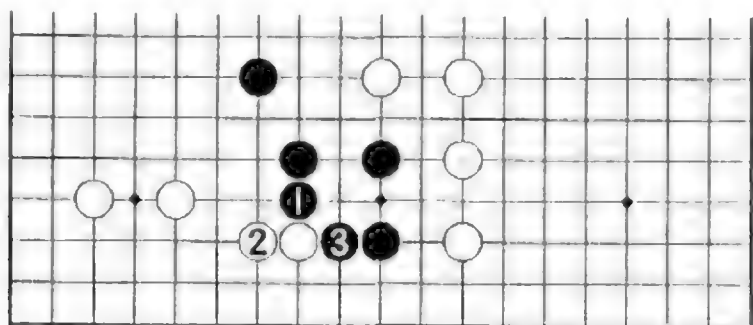
Dia. 1. Sacrificing two stones

When White ataris with 4, Black adds a stone to the sacrifice. After White 6—



Dia. 2. Squeezing

Black squeezes with 7, 9, and 11. Black's stones have become thick and will easily be able to make eyes if attacked.

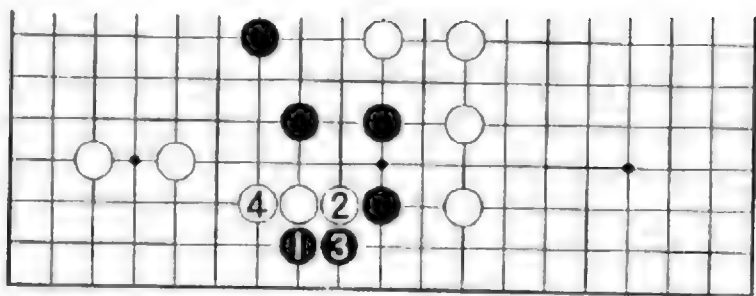


Dia. 3. Failure 1

Black can make eye shape with 1 and 3, but he ends in gote. Moreover, his stones aren't as thick as in *Dia. 2*.

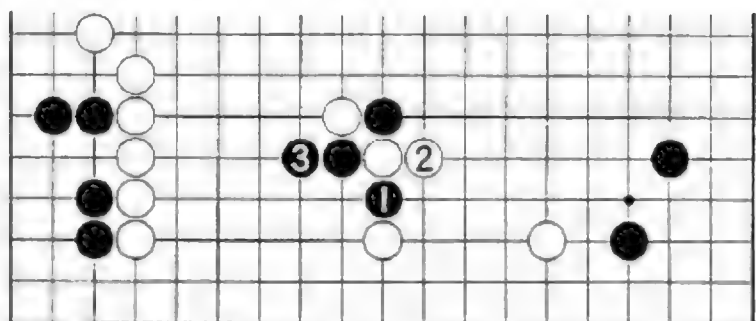
Dia. 4. Failure 2

Attaching at Black 1 is a mistake. White gets to play 2, Black's vital point for making shape. After White 4, Black's stones are still thin and lack eye shape.



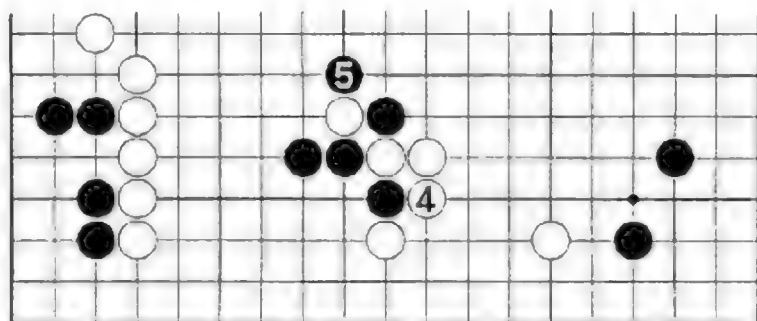
Dia. 4. Failure 2

Problem 2. Correct Answer



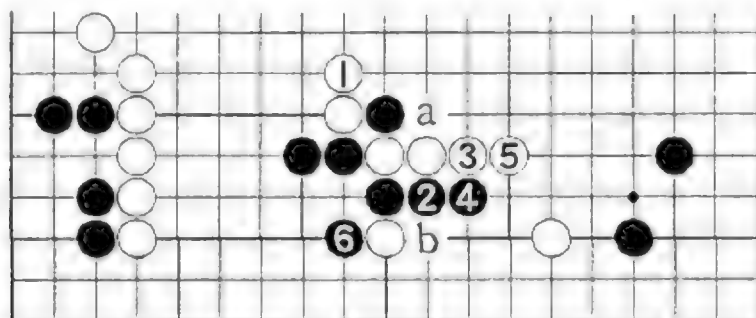
Problem 2. Correct Answer

Black first ataris with 1, then extends to 3. Next—



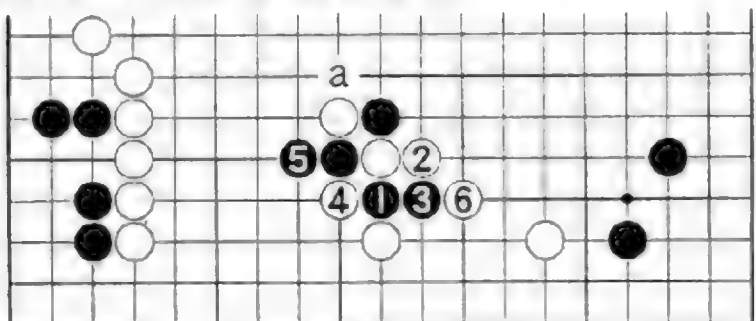
Dia. 1. A ladder

If White turns at 4, Black captures a stone in a ladder with 5.



Dia. 2. Variation

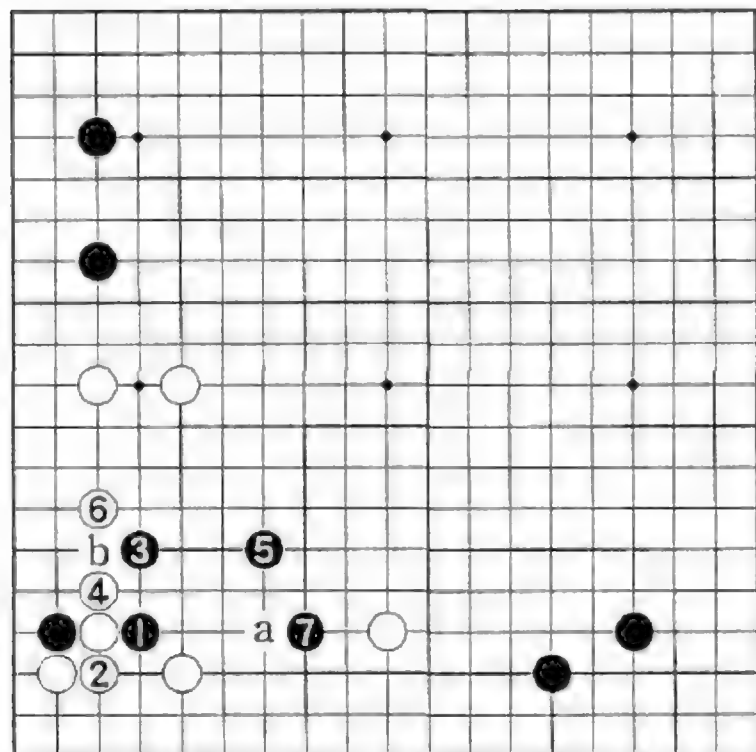
Instead of 4 in *Dia. 1*, White might extend into the center with 1. Black would force with 2 and 4, then make shape at the bottom with 6. If White 3 at 4, Black will play the sequence Black 3–White 'a'–Black 'b'.



Dia. 3 Failure

Playing Black 3 after 1 fails. White ataris with 4, then captures two stones with 6. Black can capture a stone in a ladder with 'a', but his loss at the bottom is bigger than in *Dia. 1*.

Problem 3. Correct Answer

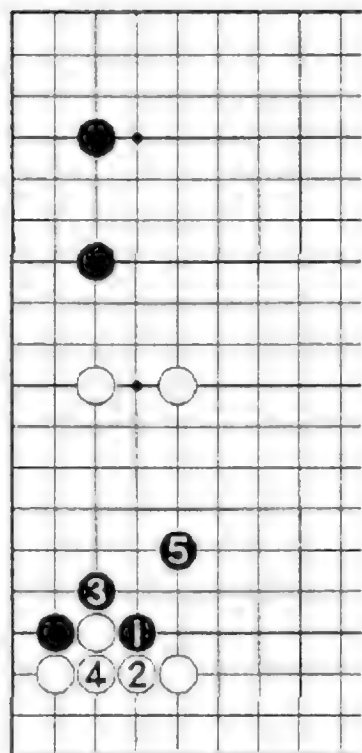


Problem 3. Correct Answer

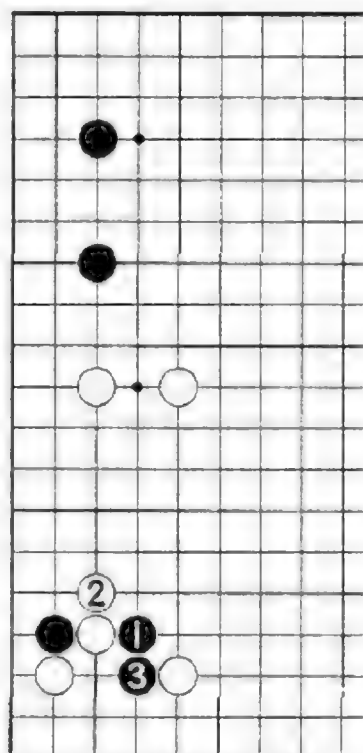
The attachment of Black 1 is the tesuji. White 2 is the usual response. Jumping to Black 3 is essential as is White 4. Next, Black jumps lightly to 5 and, if White 6, Black 7 isolates White's stone on the side from its allies on the left. White's moyo has been wiped out. If White 6 at 'a', Black will block at 'b' and the two white stones on the left side are isolated from their allies below. This is a good example of making sabaki with a series of light moves.

Dia. 1. Variation 1

If White defends with 2, Black ataris with 3, forcing White to connect at 4. Black now jumps lightly to 5 and again White's moyo has been destroyed.



Dia. 1



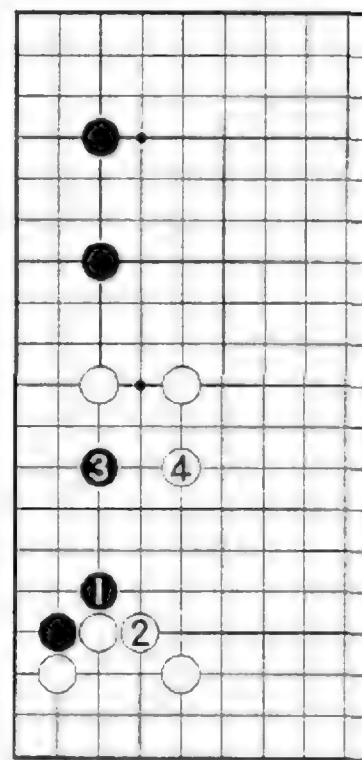
Dia. 2

Dia. 2. Variation 2

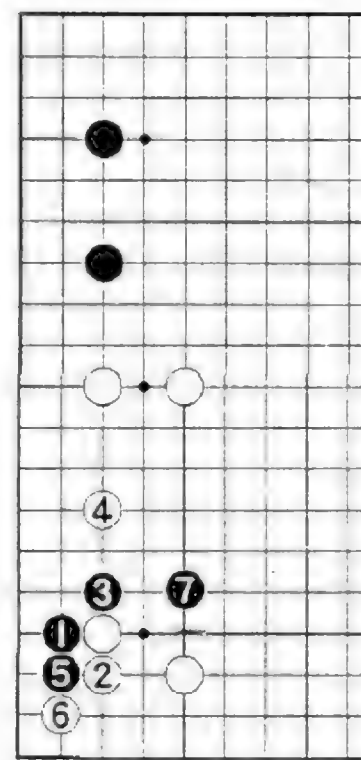
If White extends to 2, Black 3 separates the white stone on the right from its allies on the left. This is also a good result for Black.

Dia. 3. Failure

Against 1, White will extend to 2. Extending to Black 3 is natural, but White will cap with 4 and the black stones are under attack.



Dia. 3

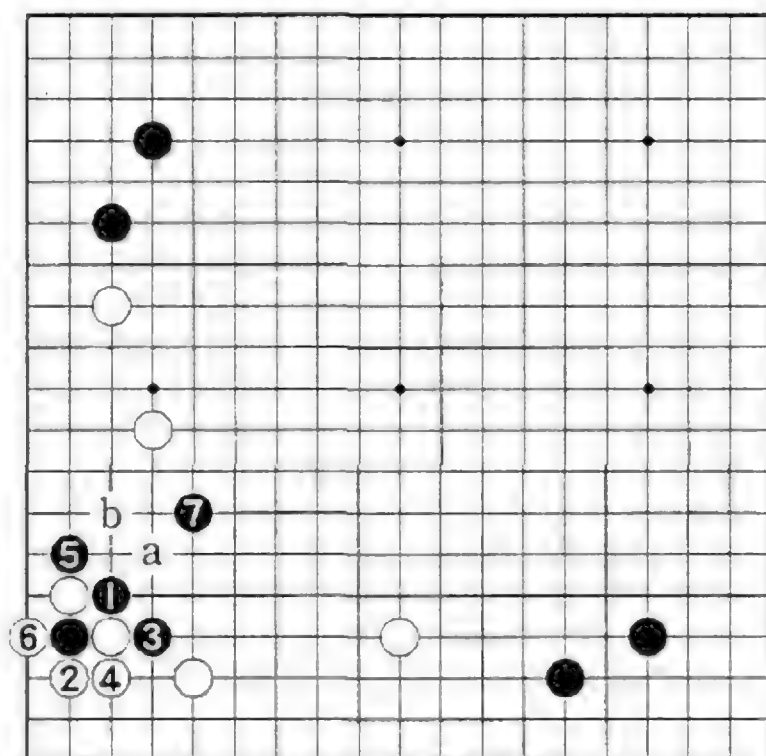


Dia. 4

Dia. 4. For reference

If White answers 1 by drawing back to 2, Black will hane at 3. White 4 robs the black stones of their base, but Black crawls into White's corner with 5, then jumps to 7.

Problem 4. Correct Answer

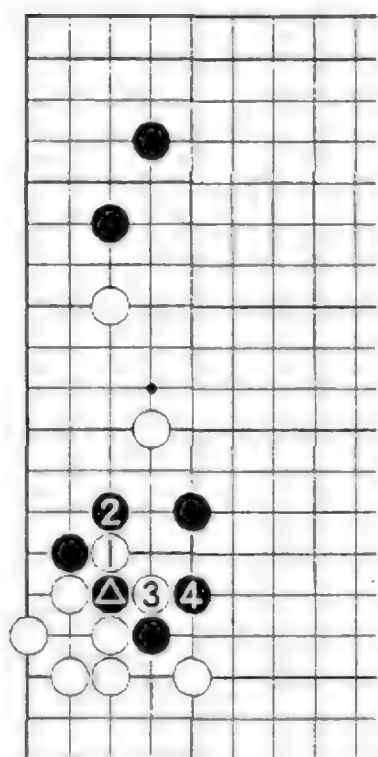


Problem 4. Correct Answer

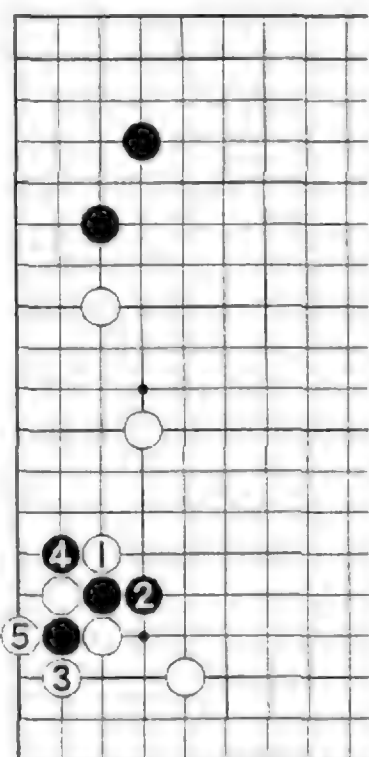
Black crosscuts with 1, then ataris with 3 and 5. He next jumps lightly to 7, making a light sabaki. If Black 7 at 'a', White will peep at 'b', leaving Black with a heavy group.

Dia. 1. Continuation

You might wonder why 7 in the correct answer gives Black a good result. The reason is that if White ataris and captures the marked stone with 1 and 3, Black 2 and 4 keep White from breaking into the center. The two white stones above are now isolated and White must turn his attention to defending them. In addition, White's moyo has been cut down to size.



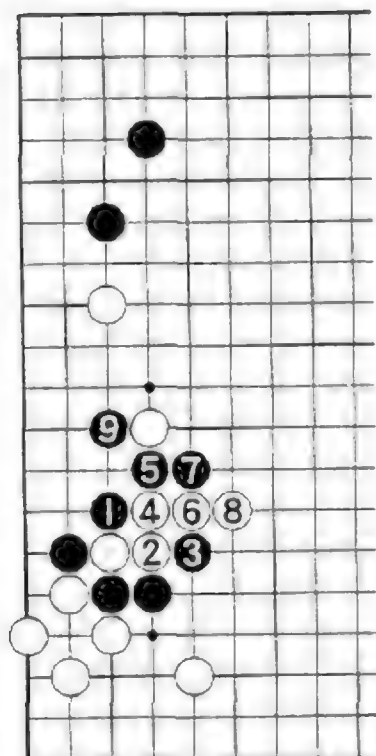
Dia. 1



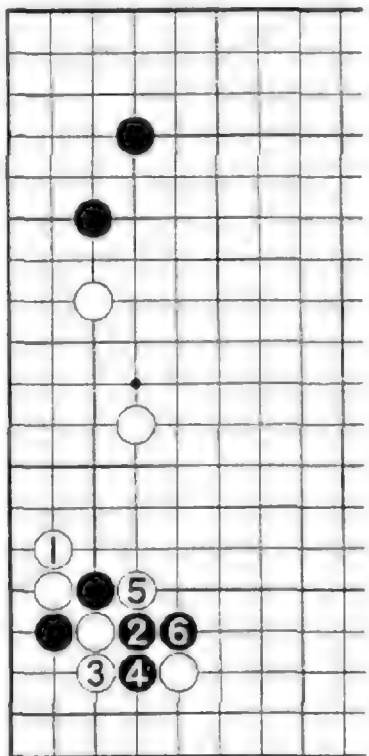
Dia. 2

Dia. 2. Variation 1

When Black crosscuts with 1 in the correct answer, the atari of White 1 here is another variation. After White captures with 5 —



Dia. 3



Dia. 4

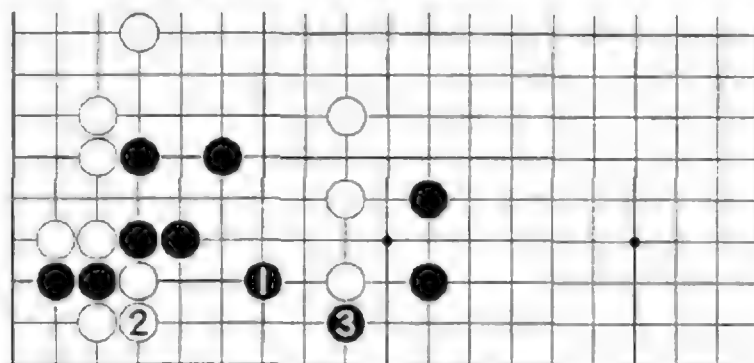
Dia. 3. Continuation

Black can play a series of ataris with 1 to 7, then make shape with 9. White has gained a lot at the bottom, but this gain is offset by his loss on the upper left side.

Dia. 4. Variation 2

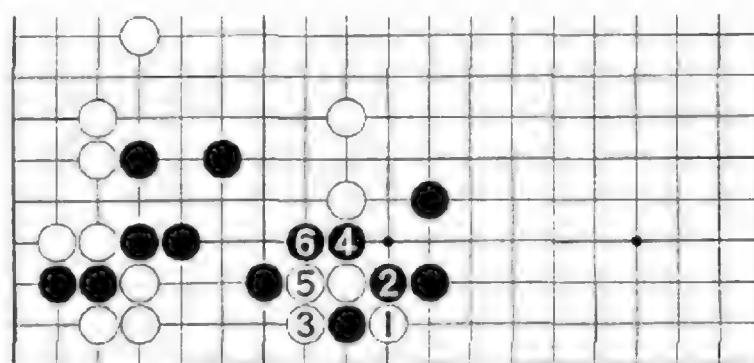
Drawing back with 1 protects White's left-side territory, but Black establishes a position at the bottom with the sequence from 2 to 6.

Problem 5. Correct Answer



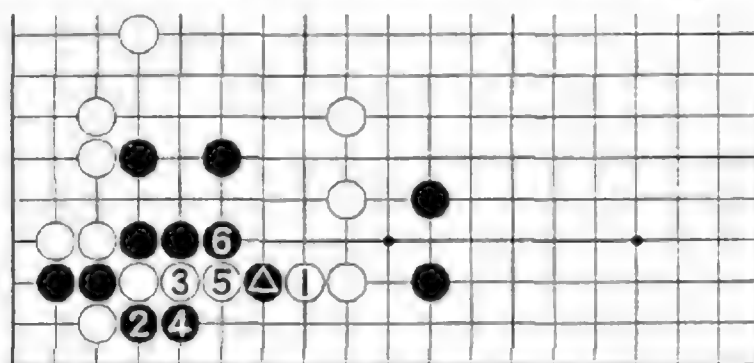
Problem 5. Correct Answer

Black 1 is the vital point. If White secures the corner territory with 2, Black attaches with 3 and can link up his stones to his allies on the right.



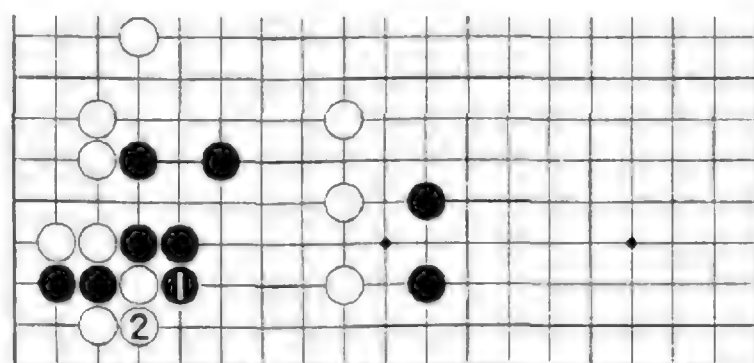
Dia. 1. The link-up

If White blocks at 1, Black plays the sequence to 6 and his stones are linked up.



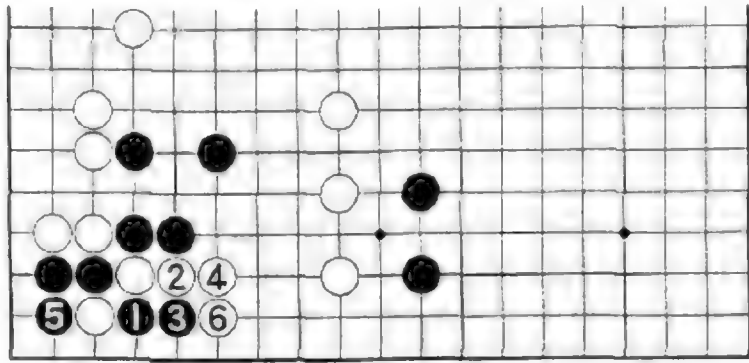
Dia. 2. Preventing the link-up

White can prevent the link-up by bumping into the marked stone with 1, but Black can rescue his two stones in the corner and capture some of White's by playing the sequence to 6. The marked black stone is on just the right point.



Dia. 3. Failure 1

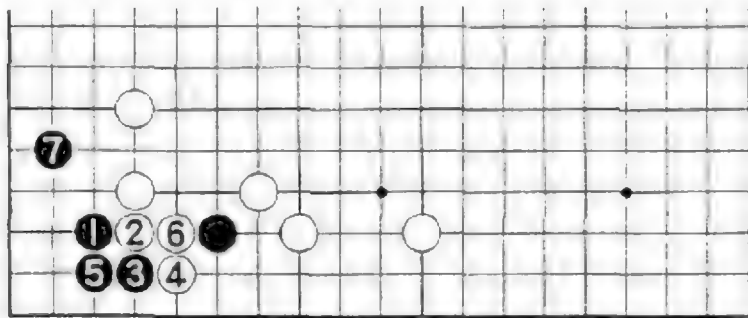
Black 1 just helps White secure the corner; Black is left with a heavy group.



Dia. 4. Failure 2

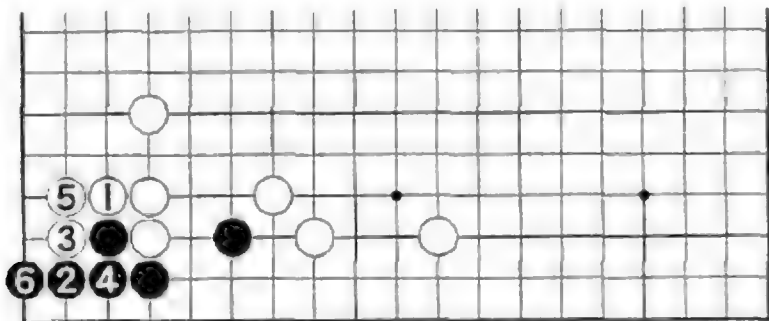
Black can live in the corner with the sequence to 6, but White becomes thicker on the outside and the four black stones there are in trouble.

Problem 6. Correct Answer



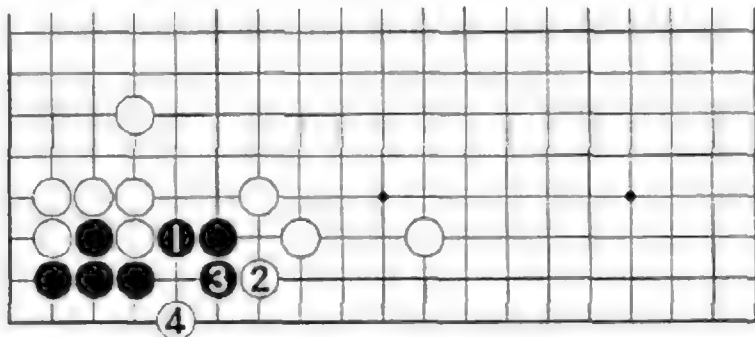
Problem 6. Correct Answer

The black stone in the problem diagram is outnumbered, but the 3-3 point is open, so that is where Black should play to make sabaki. If Black is willing to give up his stone on the right, he can easily live with the sequence to 7.



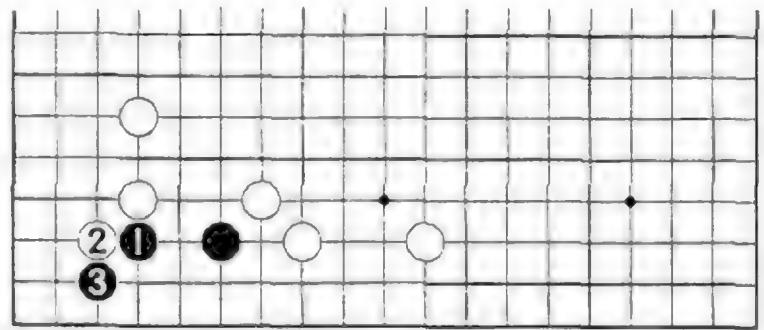
Dia. 1. Variation

In answer to Black 3 in the correct answer, White might turn at 1. However, Black can still live in the corner and save his stone on the right as well with the sequence to 6. You should note that Black 6 cannot be omitted. For example —



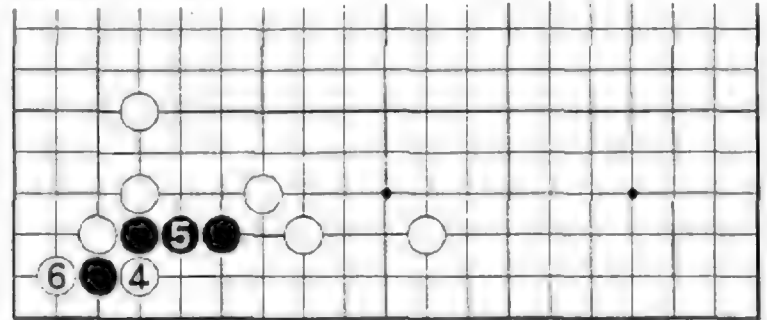
Dia. 2. Black is dead.

Black 1 looks like a big move that seems to expand Black's eye space, but White attacks with 2 and 4 and Black finds his group without eyes.



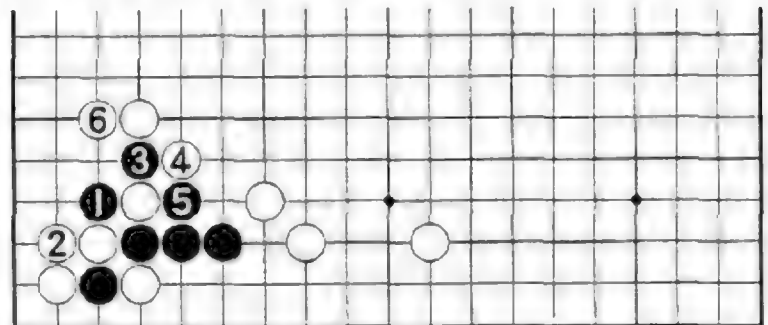
Dia. 3. Failure

Attaching with 1 and playing the hane of 3 is a technique often used to make sabaki, but, in this case, White is too strong for it to succeed. Next —



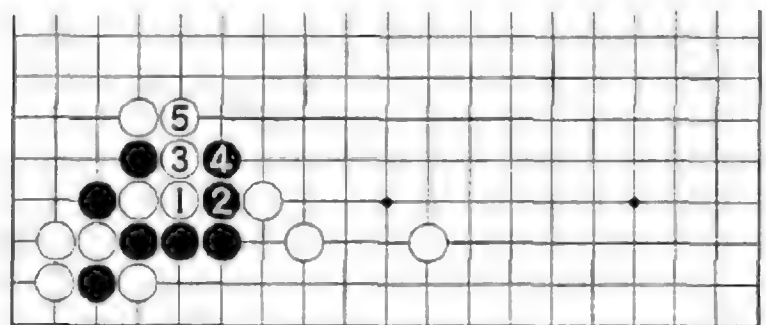
Dia. 4. Continuation 1

White ataris with 4 and 6.



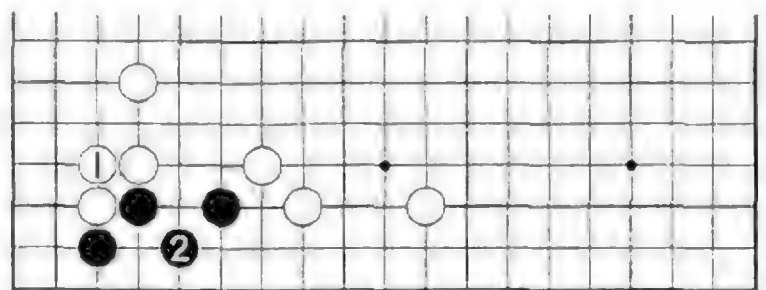
Dia. 5. Continuation 2

Next, Black ataris with 1 and 3, but after White 4 and 6, Black is going to have an almost impossible task to escape.



Dia. 6. Continuation 3

Instead of 4 in *Dia. 5*, White could also extend to 1 and secure the territory on the left with 3 and 5 while Black is escaping. This is also good for White because the five black stones still have to settle themselves.



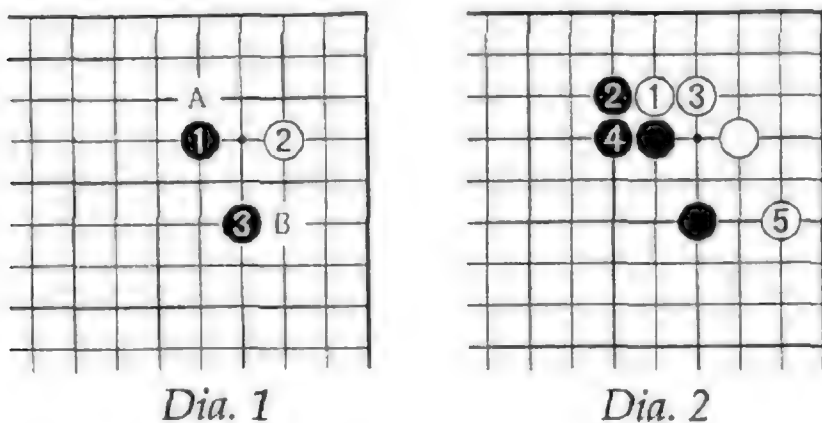
Dia. 7. White's failure

White 1 is a lukewarm move which lets Black off the hook. Black settles his stones by making eye shape with 2.

An Introduction to Basic Josekis (2)

This series is aimed at players around 20-kyu and is intended to give them an understanding of the most commonly played josekis and how they are applied in the fuseki. Each move in the joseki is analyzed and the reason it is played is completely explained.

In this issue we are going to analyze a joseki that starts on the 5-4 point (*takamoku*) — Black 1 in *Dia. 1*. This move emphasizes the center and when Black plays it he is probably going to adopt a center-oriented strategy. White 2 is the standard approach move. When Black plays 3, there is no question that his strategy will be to go for central influence. There is little White can do now to stop him. White A is the standard continuation, but White can also attach at B if the ladder is favorable for him. In this installment, we will consider only the attachment at A.

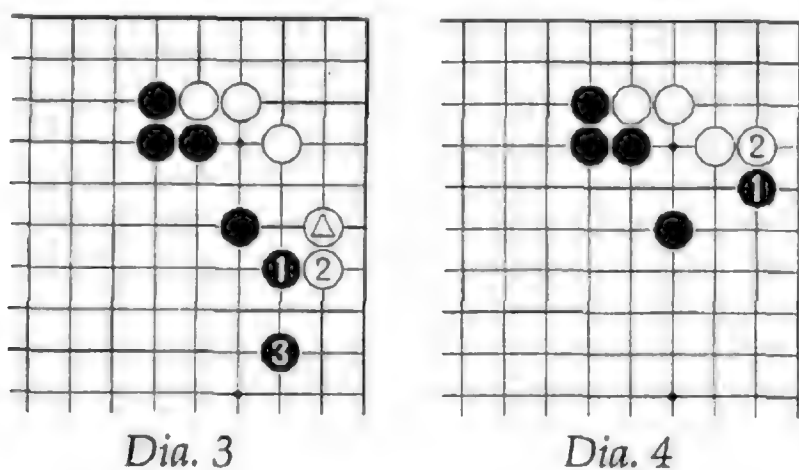


Dia. 2. Joseki 1

Against the attachment of White 1, blocking with 2 and connecting solidly at 4 is a basic joseki. White can continue with 5, but this move is a bit slow. Most likely, White will play elsewhere.

Dia. 3. Maintaining a high profile

If White does slide with the marked stone, Black can keep him confined to the second line with 1 and 3. White is submissively crawling, while Black is maintaining a high profile in the center. This is not a good result for White.



Dia. 4. White plays elsewhere.

The result in *Dia.* 3 is not to White's liking, so he will most likely play elsewhere. In that case, the exchange of Black 1 for White 2 becomes Black's privilege. Black 1 makes it harder for White to break out into the right side.

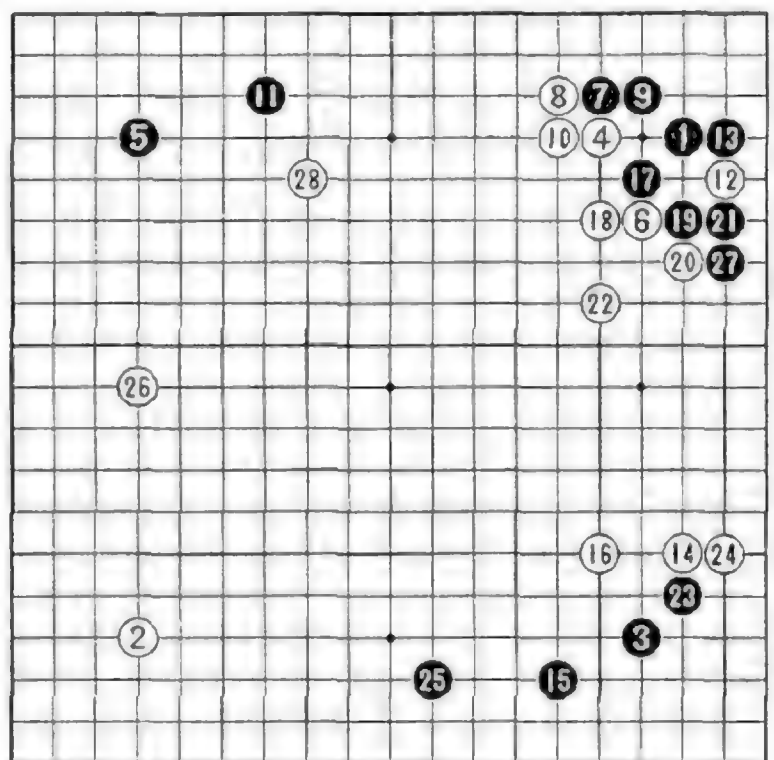


Figure 1 (1-28)

Figure 1 (1-28). Yoda vs. Sonoda

This is the opening of Game Three in the 23rd Gosei title match played between Yoda Norimoto (Black) and Sonoda Yuichi on July 28, 1998. Sonoda is fond of playing a center-oriented game and often makes his first move in a corner on the 5-4 point. Yoda secured the upper right corner with the sequence to Black 9, then played 11 to limit White's expansion at the top. Sonoda immediately exchanged White 12 for Black 13, then approached with White 14 and jumped to 16, mapping out a moyo on the right side. Next, Yoda expanded his corner with Black 17 to 21 and Sonoda made shape by jumping to White 22. White 26 was a big point, but Black turned at 27. White's prospects on the right side are no longer promising, so he switches to the upper left with 28, mapping out a large-scale moyo in the center.

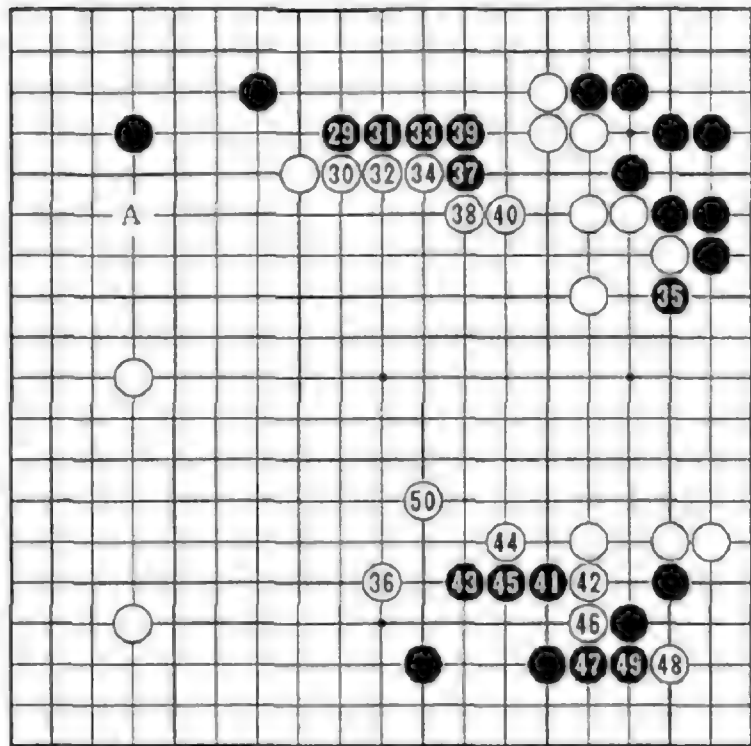


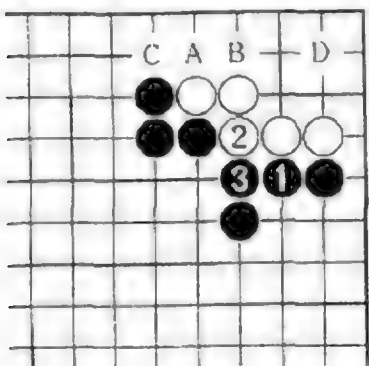
Figure 2 (28-50)

Figure 2 (28-50). Yoda vs. Sonoda

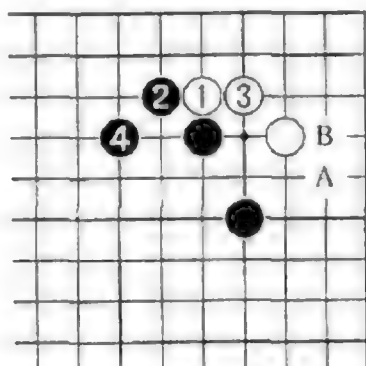
The sequence to White 34 is typical of Sonoda. Instead of 35, Black should have played at A to neutralize White's thickness in the center. Next, White played 36 and his large-scale moyo finally came into being in the center with the sequence to 50.

Dia. 5. Black builds thickness

After White 2 in Dia. 4, Black can confine White to the corner with 1 and 3 here. The timing is subtle since Black 3 is gote, but later the sequence Black A-White B-Black C is Black's privilege because White's shape is the famous carpenter's square and White will want to play D to avoid a ko fight for the life of his group in the corner.



Dia. 5



Dia. 6

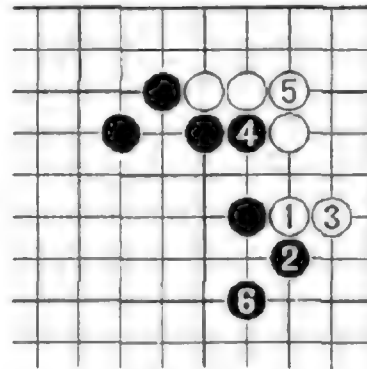
Dia. 6. Joseki 2

When White draws back with 3, the diagonal connection of Black 4 is also a joseki move. Again, White will probably play elsewhere and Black will exchange A for White B.

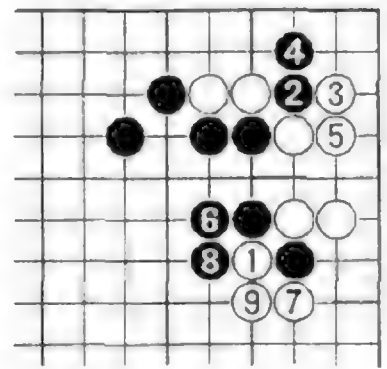
Dia. 7. Black gets good shape.

It is not a good idea for White to expand his corner with 1 and 3. Black will next play a

forcing move with 4, then make good shape with 6. Black's thickness in the center is more valuable than the small increase in White's territory.



Dia. 7



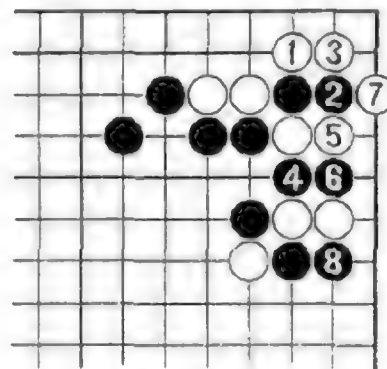
Dia. 8

Dia. 8. White loses the corner.

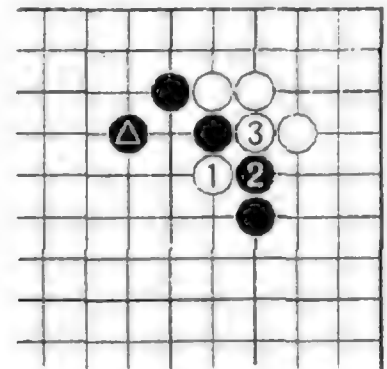
If White cuts with 1, Black will cut with 2. The sequence to White 9 is inevitable. Black gets the corner and thickness facing the left. This result is much worse for White than the the joseki in Dia. 6.

Dia. 9. Overwhelming thickness

White can secure the corner with the sequence to 7, but Black's thickness in the center is overwhelming when he ataris with 8.



Dia. 9



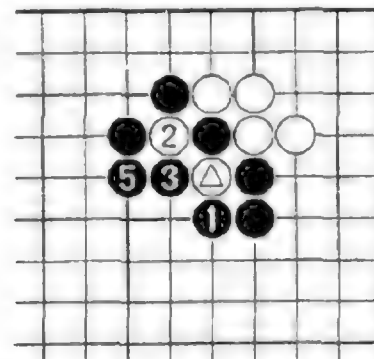
Dia. 10

Dia. 10. Nothing to fear

Black might be hesitant to play the diagonal connection with the marked stone (Black 4 in Dia. 6) if he is afraid of the attachment of White 1. However, there is nothing to be afraid of. Black should cut off the white stone with 2. If White ataris with 3 —

Dia. 11. Continuation

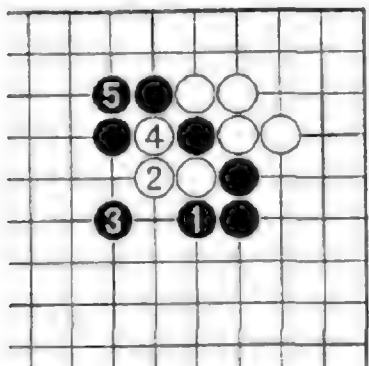
Black should play 1 and let White capture a stone with 2. Next, Black double ataris with 3, forcing White to connect. He then makes a thick shape in the center by connecting with 5.



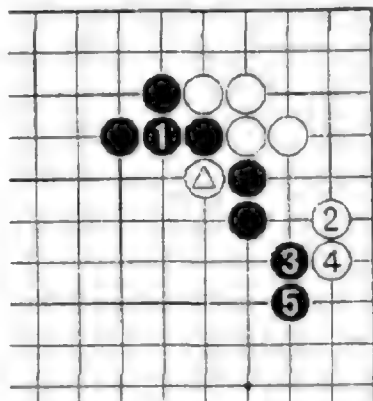
Dia. 11 White 4: connects

Dia. 12. A net tesuji

If White extends to 2, Black will cast a net with 3. White must now capture a stone with 4. Black connects with 5 and White is again confined to the corner, while Black is thick on the outside.



Dia. 12



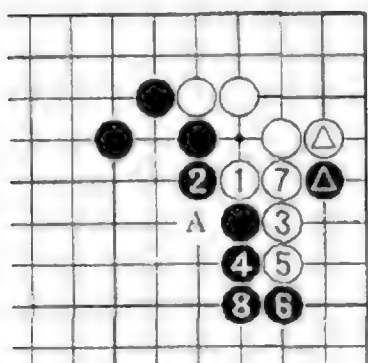
Dia. 13

Dia. 13. Connecting is a mistake

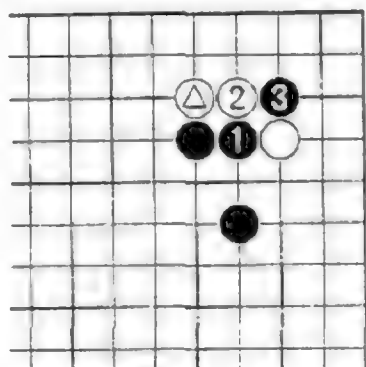
When White ataris with the marked stone (3 in *Dia. 10*), Black must not connect with 1 here. If he does, White expands his corner with 2 and 4 in sente and the marked white stone leaves Black with bad *aji*.

Dia. 14. Black makes thickness.

After Black has made the diagonal connection of 4 in *Dia. 6* and exchanged his marked stone for the white one, White could expand his corner territory by playing at 1 as Yoda did in the game in *Figure 1*. This time, however, Black will block at 2 instead of extending to A. After Black blocks at 6, White must connect at 7. Black then connects at 8, perfecting his thickness on the outside.



Dia. 14



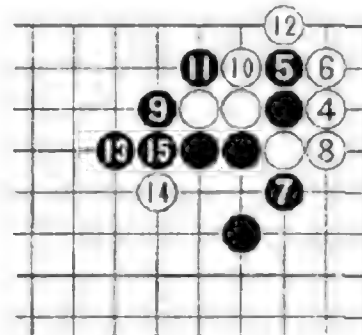
Dia. 15

Dia. 15. Variation

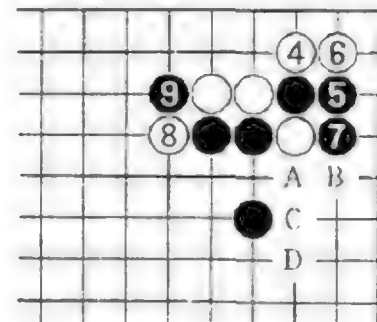
Instead of blocking at 2 in *Dia. 2*, Black could play 1 and cut with 3. Next —

Dia. 16. Joseki 3

White 4 is the correct response. Black adds another stone to the marked one with 5, then uses them to squeeze White with the sequence from 7 to 11. Finally, White exchanges 14 for Black 15. This is an old *joseki*. Again, Black gets outside thickness, while White gets iron-clad territory in the corner.



Dia. 16



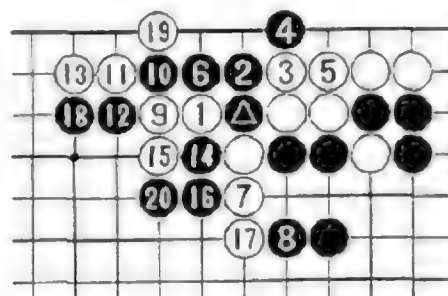
Dia. 17

Dia. 17. Unreasonable

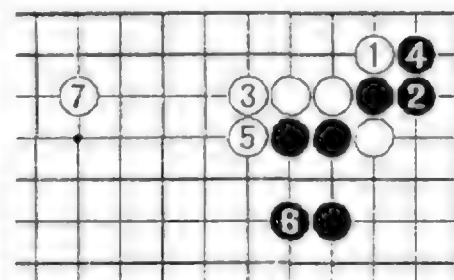
Instead of White 4 in *Dia. 16*, White 4 and 6 in this diagram are bad moves. Black gets a thick position on the right after he turns at 7. White wants to hane at 8, but he is in trouble after Black cuts with 9. (If White A, Black captures White with the sequence Black B–White C–Black D.) Next—

Dia. 18. Continuation

White goes after the marked stones with the atari of 1. The following sequence is long, but all the moves are forced, so you should have no trouble remembering it. When Black turns at 20, he captures three white stones in a ladder and White's position collapses. Of course, a prerequisite for Black to cut with the marked stone is that the ladder be favorable for him, but if this *joseki* is played early in the opening, a white move on the side will probably not yet have been made.



Dia. 18



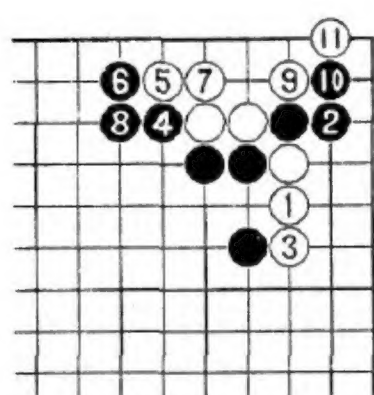
Dia. 19

Dia. 19. Variation

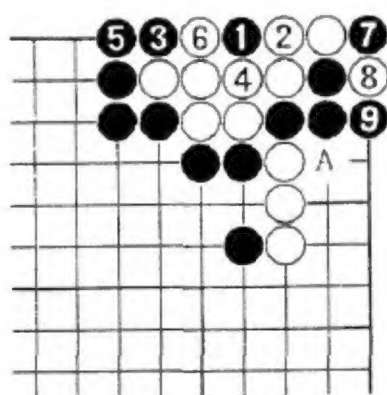
If White exchanges 1 for Black 2, White 3 is the proper move. Although Black gets a large profit on the right, White has managed to establish a position at the top. White might play this way if he is determined to stop Black's central *moyo* strategy, but with his gain in the corner and on the right side, Black would be happy to switch strategies.

Dia. 20. Not good for White

Extending to White 1 is not a good move. Black descends to 2, forcing White to extend to 3. Next, Black goes after the stones at the top with the sequence to 10, but White hanes at 11 and the three black stones in the corner seem to be in trouble. However—



Dia. 20



Dia. 21

Dia. 21. Continuation

Black makes a placement at 1 and the sequence to White 6 is a one-way street. Next, Black sets up a ko for the life of the white stones with 7 and 9. White A starts the ko, but White captures first at 7 and, since the ko is worth 30 points, wherever White makes his ko threat Black will ignore it and capture the nine white stones at the top.

The 23rd Gosei Title Match: Game Three

In the joseki article above, we gave the opening of the third game of the 23rd Gosei title match on pages 61 and 62 in Figures 1 and 2. Our readers may be interested in seeing the conclusion of this game. Sonoda's moyo strategy succeeded and he was well on his way to producing a masterpiece when he slipped up.

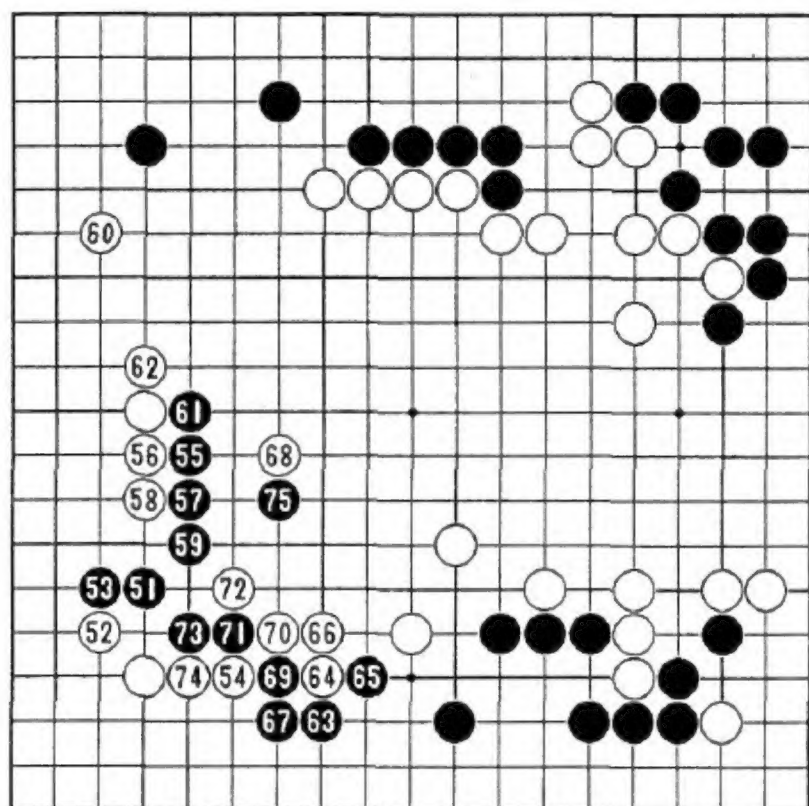


Figure 3 (51-75)

Figure 3 (51-75). A large scale moyo.

When Black played 63, White attached with 64 and extended to 66. He then jumped to 68, attacking Black stones on the right. While Black is taking territory on the third line, White is boldly mapping out a moyo on a grand scale in the center.

Figure 4 (76-100). Destructive power

The clamp of White 76 was surprising, but when White cut through with 80 and 82, its destructive power became evident.

When White played 90, Black's group in the center was adrift inside White's moyo and his stones on the left side were also in trouble. White's moyo strategy was a success and all

the pros watching the game expected Yoda to resign.

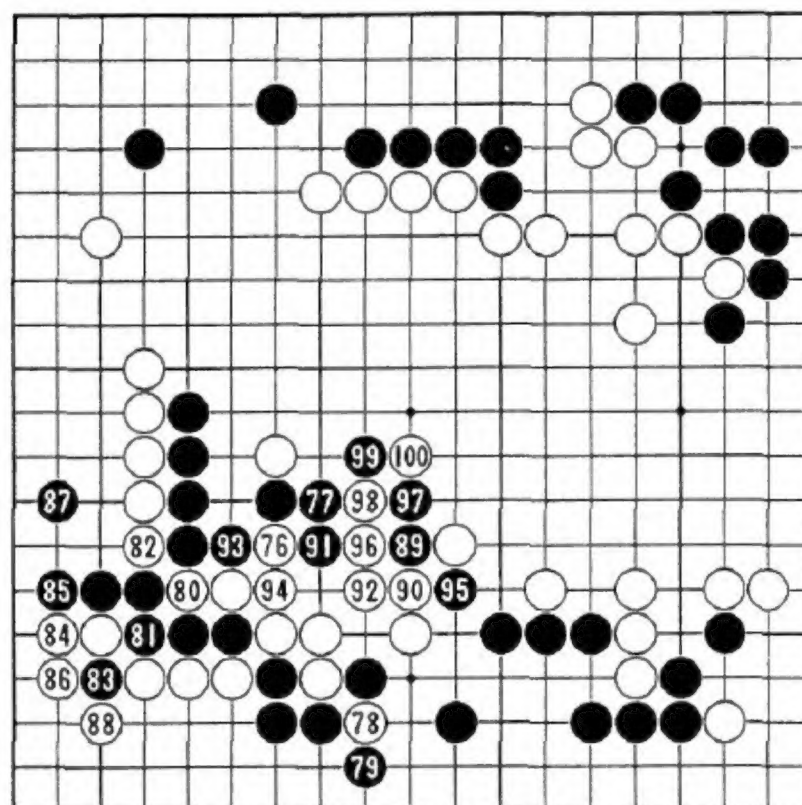


Figure 4 (76-100)

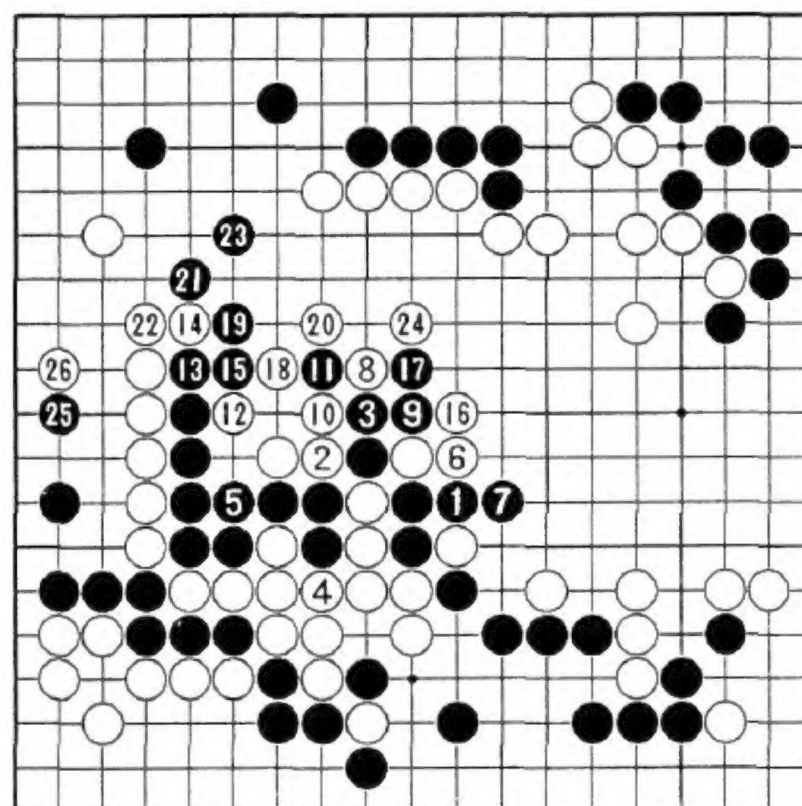


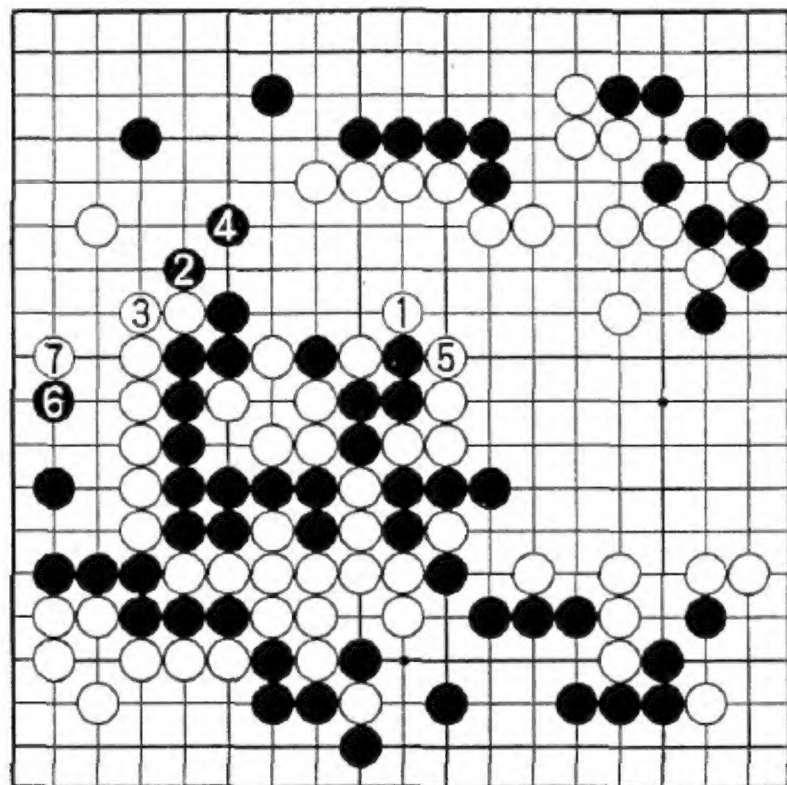
Figure 5 (101-126)

Figure 5 (101-126). A potential masterpiece

White 8 was another body blow. This game was fast becoming a masterpiece for Sonoda.

But he still had to bring it to a conclusion.

With White 20 Sonoda started slipping up. White 1 to 5 in the *Reference Diagram*, capturing four stones, would have been more precise because there is no longer any aji in the center. The sequence to White 26 was all right, but his next move was a mistake.



Reference Diagram

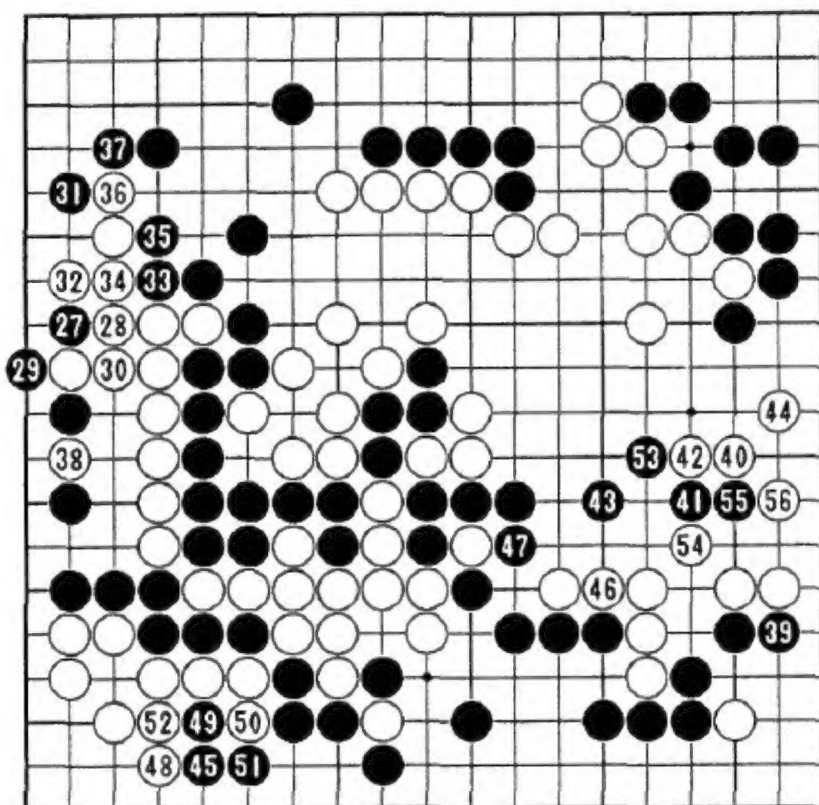


Figure 6 (127-156)

Figure 6 (127-156). The losing move

White 28 was the losing move. Instead, he should have descended to 29; he would then have won the capturing race.

Figure 7 (157-193). White resigns.

If White descended to A with 90, he would have won the capturing race, but he would still be behind by about ten points.

White resigns after Black 193.

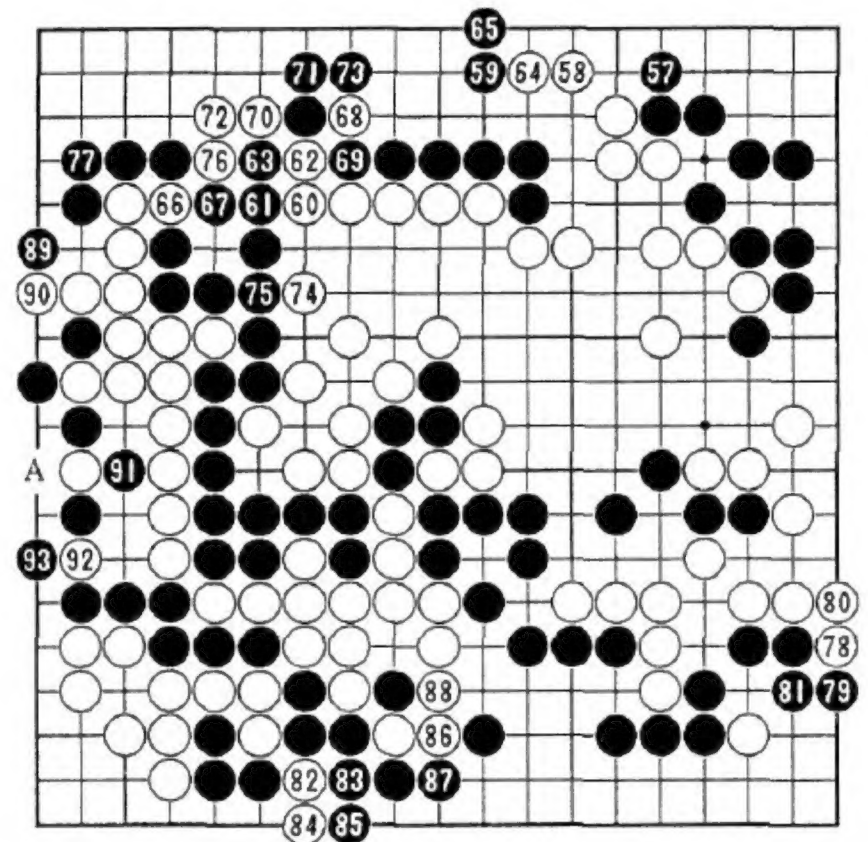


Figure 7 (157-193)

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A fundamental go technique that every player must learn is how to use thickness to make territory, and the fastest way to master this technique is to study handicap go. This is because the handicap stones on the star points are influence oriented, so you must play for thickness and central influence instead of going for territory. Moreover, your initial advantage as black in a handicap game makes it is easy to build thickness and, since White will have weak stones, you can use your thickness to attack them while making territory.

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